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DIDDY KONG RACING
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PLAYER'S GUIDE

DIDDY KONG RACING

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In Command on Land, Sea and Air!

If you think you have what it takes to take on the wicked Wizpig, think again! Whether you're in command of a screaming race car, a bouncing hovercraft or a soaring plane, your skills will be tested to their limits—and beyond! That's where the official Diddy Kong Racing Player's Guide comes in. Only the gear-heads at Nintendo Power can provide you with the best tips and complete maps that will help put you in the winner's circle and send Wizpig into orbit. So what are you waiting for? Make your pit stop with Nintendo Power!

The Official
DIDDY KONG RACING™
Nintendo Player's Guide

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Timber's Tale

Out of the Clear, Blue Sky

Timber couldn't believe his luck! His parents were off on an extended vacation with their old friends, the Kong clan, and had left him in charge of their tropical home. Considering that the island had been at peace for as long as anyone could remember, Timber figured he had it made. He could spend as much time as he wished on his favorite hobby: racing. The last thing the young tiger expected was an invasion from outer space!

Unexpected Visitor

Mrrrr-oooww! Timber let out a cry as the dark shape swooped overhead with a great roar. A spaceship? What would a spaceship be doing landing here? Timber's natural excitement and curiosity spurred him to action. He gunned his car's engine and took off after the sinister ship, which seemed to be heading for the meadow at the center of the island.

Magical Mence

By the time Timber arrived at the meadow, most of the island's inhabitants had gathered to greet the strange visitor as he emerged from the belly of the parked craft. Feeling cautious all of a sudden, Timber ducked behind a large rock rather than joining the growing throng. The crowd greeted the visitor heartily, but their shouts of welcome quickly turned to cries of dismay as the newcomer raised his arms and cast a dark spell over them. Timber watched in horror as the crowd was trapped within a glowing cage. Laughing evilly, the caped invader introduced himself as Wizpig and declared himself the new ruler of Timber's Island. He told his captive audience of his long career, both as a champion racer and as the tyrant of his home planet. After defeating all the top contenders on his home world, he had begun searching the vastness of space for new challenges. Hearing of the amazing race courses on Timber's Island, Wizpig decided to see for himself what they had to offer.

Spellbound

Raising his arms once again, Wizpig cast a second spell, this time engulfing four of the island's strongest residents in dark fire. Timber gasped as Tricky, Bluey, Bubbler and Smokey, good friends all, were pulled out of the cage, coming to rest beside their porcine captor. As the enchantment took hold, the quartet turned and saluted their new master. Wizpig announced that these four would guard the race courses and act as his lieutenants. If anyone wished to challenge Wizpig's rule, they must first prove their worth by defeating their former friends.

A Call to Arms

Timber was aghast. His first impulse was to rush out to confront this...this...Wizpig character and give him a first-class ticket back to outer space! Just as the angry cub was about to spring, however, he was stopped by a firm touch on his shoulder. Timber turned to see two friends, Drumstick the rooster and Taj the elephant, looking at him gravely. The trio retreated to a safe hiding place and quickly hatched a battle plan. Though he was a genie, Taj was not powerful enough to confront Wizpig openly. It was decided that Drumstick, being one of the best racers on the island, would take up Wizpig's challenge. If Drumstick won, Wizpig would be humiliated and forced to leave in disgrace. If Wizpig won, then—well, they couldn't predict what would happen then, but they knew it wouldn't be good. That's where Timber and Taj came in. While Drumstick kept Wizpig occupied, Timber and Taj would send for help. If Drumstick failed, then Timber, Taj and their allies would have to defeat Wizpig and liberate the island on their own.

TAJ

He's separated from his mystic lamp, but this genial genie will do everything he can to help you. Visit him to change vehicles and win balloons in his Challenge Races.

WIZPIG

This space invader is the ruler of a faraway planet, and he's never met his match in any race or competition. It's time that someone taught His Porcine Majesty a lesson!

Profiles

Quite a few of Timber's friends have answered the call for help. No two drivers are alike, and each has a unique set of strengths and weaknesses. Read on to find out who would be the best partner for you.

diddy kong

Diddy was the first to be recruited by Timber, and once the Kongster learned of the crisis, he sent his friend Squawks the Parrot to pass the word. As a driver, Diddy is middle-of-the-road, so to speak, and we'll just have to wait and see if he does as well racing as he does chasing after Kremlings.

pipsy

When it comes to skill and speed on the race track, this mighty mouse is certainly no pipsqueak. Driven out of her mountain home by the wicked Wizpig, she has a lot at stake in the coming challenge.

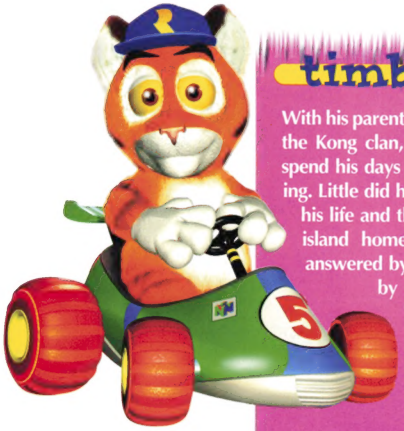
bumper

Recruited by Timber to join the resistance against Wizpig, this burly badger is ready to take on all comers. It's not just his sense of justice that's spurring him on, though. He's in it as much for the sheer thrill of racing as anything else.

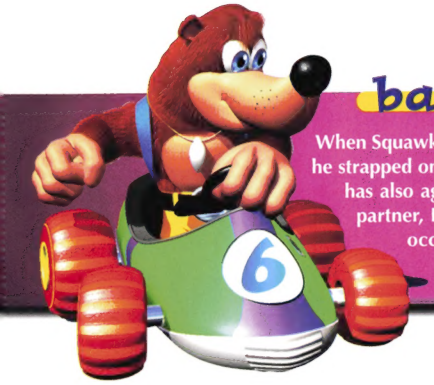
tiptup

We've all heard how a slow but clever tortoise used his brain to win a race over a swift but stupid hare. In this case, our little turtle will have a little high-tech help getting up to speed. Tiptup is a clever fellow himself, but when the pressure is on, his nervousness can sometimes get the better of him.

timber



With his parents away visiting their old friends, the Kong clan, Timber figured that he could spend his days doing what he loves best: racing. Little did he know that he'd be racing for his life and the freedom of everyone on his island home. His distress call has been answered by allies near and far—and even by a suspiciously friendly Kremling. In any case, he'll take whatever help he can if it means driving Wizpig off the island and out of their lives.



banjo

When Squawks brought Diddy's call for help, Banjo didn't hesitate—he strapped on his trusty backpack and hit the road immediately. He has also agreed to take on a totally different adventure with his partner, Kazooie, so this busy bear will have a lot to keep him occupied for some time to come.

conker

Before heading back, Squawks made one more stop at the home of a certain devil-may-care squirrel named Conker. He may not end up with many nuts in his winter store, but Conker couldn't pass up the chance for some excitement. Besides, he figures he might pick up a few pointers from the others before starting his own quest for adventure.

krunch

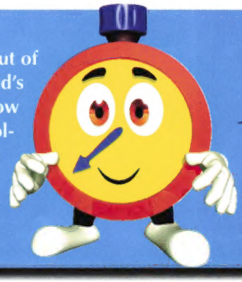
The only reason Krunch has joined the resistance is to make sure that Diddy, Timber and the rest aren't hatching some anti-Kremling plot. The other racers realize that Krunch hasn't joined out of the goodness of his heart, but as long as he doesn't sabotage their efforts, they'll be satisfied. Who knows? He may surprise them yet.

drumstick

Drumstick was the foremost racer on Timber's Island, but rumor has it that he fell victim to one of Wizpig's spells. If you open the race courses successfully, you may find out more about Drumstick's fate.

t.t.

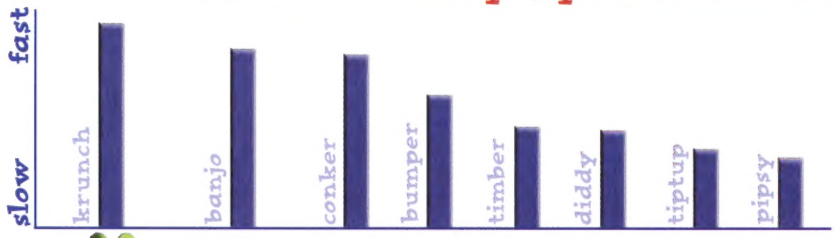
Though T.T. has been pushed out of his job as caretaker of the island's race courses, he can tell you how many special items you've collected and activate the time trial option for you.



Performance

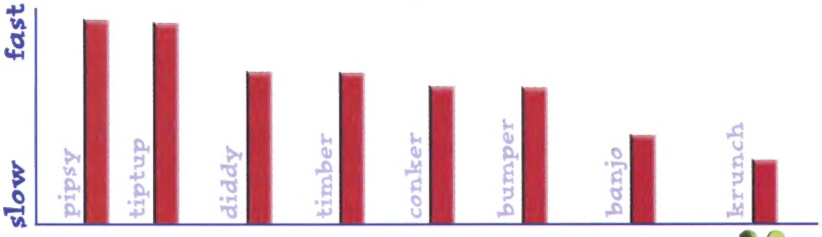
The following charts show how the heroic racers stack up against each other in three performance categories. We've also evaluated their performances by weight class. This should help you to choose a driver that fits your racing style.

Top Speed



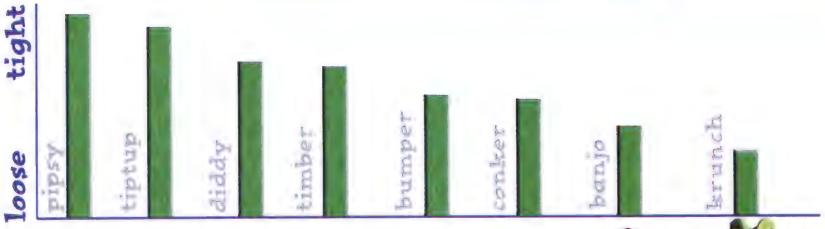
This chart shows all the drivers from fastest (Krunch) to slowest (Pipsy). Though top speed is obviously an important factor in these races, you may not be able to take full advantage of fast drivers on courses with lots of twists and turns. Having a high top speed, however, could make all the difference on the last leg of a race.

Acceleration



Quick acceleration is crucial on twisty tracks. Whether you like to use the brakes to make a turn, or you just tend to wipe out a lot in the corners, a quick 0-60 time will help you get back in the running. Even if other drivers are faster than you, they may not be able to take full advantage of their speed if there's no room to run.

Handling



Top!

Handling takes into account both steering and grip. Tight handlers like Pipsy and TipTup have very precise steering and can take turns very sharply without sliding much. Loose handlers like Banjo and Krunch can't turn as quickly and will slide a lot in tight turns. Warning: tight handlers may do quite well on land but are actually less effective in the water. They tend to turn too quickly and will often end up pivoting in place.

Weight Classes

Heavy

Krunch and Banjo make up the heavyweight driver class. Though they're not the best handlers in cars or planes, their extra bulk gives them the advantage in the hovercraft. Their added weight makes them sit lower in the vehicle and gives them terrific stability in turns. So while they might not be the best choices for tackling the car or plane races, they can easily take the pole position in any hovercraft challenges.

Middle

Diddy and Timber fall squarely into the middleweight class. Their combination of good handling and good acceleration helps them overcome their comparatively low top speed. Middleweights perform equally well in cars or planes, but they fall a little short in the handling department when it comes to the hovercraft. Nevertheless, they're probably the best choices overall for novice racers.

Light-heavy

The so-called light-heavyweight drivers are almost as fast as their heavyweight counterparts but have the added advantage of somewhat better handling. Though they're not our picks for car races, Bumper and Conker deserve a shot at hovercraft or plane races, especially if they're on courses where there's lots of room to maneuver. One of them just might win the race—and your confidence.

Light

When it's time to trade in top speed for dexterous driving and precision piloting, then it's time to call in the lightweights. They won't perform very well in hovercraft, but in cars and planes, Pipsy and TipTup will give you razor-sharp turns and smooth-like-butter handling even on the tightest courses. If you take full advantage of zippers and speed boosts (see pages 10 and 11), you can become nearly unstoppable.

Items

Speed Boosts

Bananas

Forget everything you've ever learned about bananas from certain other racing adventures. On these tracks, collecting bananas will actually increase your vehicle's top speed. You can collect as many bananas as you like, but you'll hit your maximum speed at 10 bananas. On the flip side, you'll lose two bananas every time you're hit by a missile or you run into a mine or a bubble. Once a race is over, your banana counter will reset to zero.

Zippers

Zippers are special course features that can boost your speed temporarily. There are three types of zippers: road zippers, water zippers and air zippers. To get a boost from a road zipper, just touch any part of it, and you'll take off like a rocket—just be sure you're facing the right way when you do! While road zippers are flat, water zippers and air zippers are shaped like arches or short sections of pipe. To use the water and air zippers, simply go through them or touch any part of them.

Though zippers are usually in plain sight, they can be tough to use, depending on where they're placed. Water and air zippers are often easier to target because of their larger sizes.

MAP KEY The course maps show the locations of zippers, balloons and other items, as well as where to use special tips.

This shows the location of a Silver Coin. The coins are numbered in the order they are to be collected.

If you see this green gem on a map, it means that Taj has a special tip about this area.

The detour signs aren't strategy-related, but they do point out some interesting sights.

Triangular hazard signs indicate that there is an especially dangerous obstacle or situation nearby.

Balloons

You'll find various balloons floating around the courses, each containing a different weapon or power-up. You can carry only one thing at a time, and each new weapon or power-up you collect will replace the one you had previously.

Red: Missiles

Collect one Red Balloon to pick up a missile. To upgrade to a homing missile or a 10-shot missile pack, collect two or three Red Balloons in a row. Missile packs are loaded with normal, unguided missiles, so you'll still have to take the time to aim carefully.

Tactics

Try to use missiles at close range. A regular missile will travel in a straight line and explode on contact. Though a homing missile has good tracking capabilities, it's better if the target is in sight when you fire.

Blue: Boosts

Collect one, two or three Blue Balloons in a row to get an orange, a blue or a purple boost. These boosts will increase your speed temporarily, just like a zipper does. The purple boost is the most powerful, so when you use it, be ready for a kick in the tailpipe!

Tactics

Boosts are trickiest in the hovercraft. Don't use one just before a turn. The hovercraft doesn't track well, so wait until you're at the top of the turn and are facing the way you want to go before you hit the boost.

Yellow: Shields

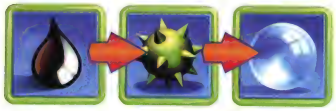
Collect one or more Yellow Balloons in a row to receive an alpha, a star or a lightning shield. Shields will protect you from attack and make anyone they touch spin out of control. All the shields have the same effect, but the lightning shield lasts the longest.

Tactics

In some races, you can pick up a shield right after the start. This is one of the best times to use a shield, when most of the racers are still clustered together. Otherwise, keep an eye out for hazards.

Green: Droppers

Droppers are weapons that you lay down on courses. Collect one Green Balloon for an oil slick, two Green Balloons for a mine and three Green Balloons for a bubble. Droppers can be placed anywhere, even in the water and in midair. Watch the radar and use them on tailgaters.



Tactics

The best places to put droppers are right before zippers, bananas and balloons. You'll either discourage your opponents from collecting items or force them to pay a mighty high price for a weapon.

Rainbow: Magnets

Collecting one or more Rainbow Balloons in a row will net you a yellow, a red or a green magnet. Yellow and red magnets will lock on to a vehicle ahead of you and pull you up to its position, while the green magnet will pull your target towards you.

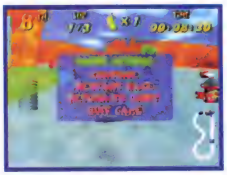
Tactics

Magnets are best on straightaways or when there are no obstacles or outcroppings around. If you use one too near an obstacle or just before a tunnel or a turn, you might get hung up on something and stop dead.

Driver's Ed

Basic Controls

Start



Press Start at any time to pause your game and bring up an options menu. Pressing Start will also confirm your menu choice.

R Button

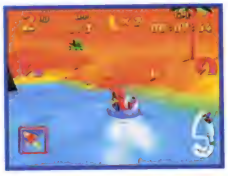
The R Button is used in many basic maneuvers. Press or tap it to make the hovercraft hop once. Press and hold R as you turn to make a plane or hovercraft bank more sharply and to power slide in a car.

Z Button

Press the Z Button to activate your current weapon or power-up, to honk your horn, and, if you're in Taj's meadow or a race course lobby, to call Taj or T.T.

C Buttons

Press the top C Button to toggle between a wide-angle view, a close-up view and a view from behind the driver's head. You can change the view at any time before or during a race. Press the right C Button to change the display in the lower right corner of the screen. You can choose between a speedometer and a radar map of the course. In the multiplayer Tracks mode, press the bottom C Button to switch between a lap counter, a race timer and a banana counter.



Control Stick

Use the Control Stick to steer your vehicle to victory. Remember that pressing Up will make your plane dive down and vice-versa. The stick is also used to scroll through menus.

B Button

Press B to slam on the brakes. This works with all vehicles, including the plane. Pressing B will also back you out of a menu.

A Button

The A Button is your accelerator. Pressing the A Button will also confirm your menu choices, just like the Start Button does.

Car Controls

The car is the first vehicle you'll master on your trek through Timber's Island. It's the vehicle you'll use most often, but don't worry about getting bored. After some time behind the wheel, you may find that it's also the most complex and exciting of the three.

The car can cross rivers and ponds, but you won't make good time without some help from a zipper or a boost.

To make a U-turn, hold A and B as you turn. To execute a tilt turn, hold A, B and R as you turn.

Power Slide

Though you won't get a speed boost here as you did in Mario Kart 64, a power slide will allow you to cut around a turn without losing speed. As you turn, hold the R Button and then push the joystick in the opposite direction. Release R to snap out of the slide.

Hover Help

Unless you're using a heavyweight-class driver, the hovercraft is the touchiest of the three vehicles to control. It handles the same on land as it does in the water, which can make for some interesting antics on the track.

Some hovercraft challenges will include stretches of both water and land.

Pacific Pivot

The hovercraft rides on a cushion of air and can turn on a dime. In fact, you'll often find yourself turning too quickly in sharp corners and wiping out. You can get around this problem by hopping and pivoting while you're in the air. You'll be able to attack sharp turns without losing speed.

Plane Pointers

Several of the local aero-aces claim that the plane is the easiest of the three vehicles to control. This doesn't mean that the plane races will be a walk in the park, however, as the air courses will pose some of the biggest challenges of your entire adventure.

When you complete a loop, you'll get a little speed boost. To do a barrel roll, tap the R Button twice as you turn.

Loop

To get behind an opponent or backtrack to grab an item, tap the R Button twice to pull a loop. If you hold R on the second press, you'll fly backwards for a couple of seconds before you straighten out automatically and complete the loop.

Racing School

Boosts & Zippers

Super Boost

The boosts you get from zippers can make all the difference in a close race. If you'd like even more speed, take your finger off the A Button just before you go over or through a zipper. The resulting super boost will give you much more speed than a normal boost. This technique also works with the boost power-ups you get from Blue Balloons. Just take your finger off the accelerator just before you activate a boost. Besides giving you that extra burst of speed, super boosts also have a different color from normal boosts.

Normal

Super

This trick works with both zippers and the speed boosts you get from Blue Balloons. Be sure to let off the accelerator completely before you hit the zipper or use the boost.

Sss-mokin'!

You'll want to wring every bit of speed you can out of a boost, but you should also know when to hit the gas again. A couple of seconds after you use a boost or a zipper, your vehicle will start smoking. This means that the boost is wearing off. As soon as you see that smoke, press and hold A again.

Jump Start

There's also a way to get a boost off the starting line. Just before a race begins, you'll hear T.T. say, "Get ready," and the words will flash on the screen. As the words fade, press and hold A. Depending on the timing, you'll get either a normal jump start or a super jump start. (Wait just a little longer than normal before pressing A to get a super jump start.)

Normal

Super

General Tips

Inside Line

No matter which course you're on or which vehicle you're using, you should always try to stay on the "inside lane" and take the shortest route possible. In general, the wider you take a turn, the more ground you have to cover and the longer it will take you. If there are no obstacles around and two competing vehicles have the same top speed, the vehicle on the inside will always have an advantage.

Braking

If their driving habits are any indication, it seems that a lot of drivers don't even know that brakes exist. In fact, brakes are much more useful on the race course than you might think. You'll often lose less time if you slow down to get around a sharp corner than if you actually take it at full speed and then slide or crash into a wall. Your instincts may tell you that flooring it constantly is the key to victory, but that may spell disaster on some of the later courses.

You should power slide a lot, but sometimes braking will still be a better option.

Shortcut Savvy

Keep in mind that the beaten path will not always be the road to victory. Keep an eye out for any shortcuts, ramps and detours. In some cases, an alternate route may not shave many seconds off your lap, but it may offer a different selection of balloons instead. You'll have to figure out for yourself which route is better for you. In at least one case, the so-called "shortcut" turns out to be a "longcut!"

Some shortcuts are simple to use, while others will require a steady hand on the steering wheel and nerves of steel.

Caution

Most of the tips have been written with an "average" driver, like Diddy, in mind. You may need to adapt some of the techniques to your driver and driving style, but I'm sure you'll do just fine. I'll pop in from time to time to see how you're doing and to give you some special advice. Good luck, friend!

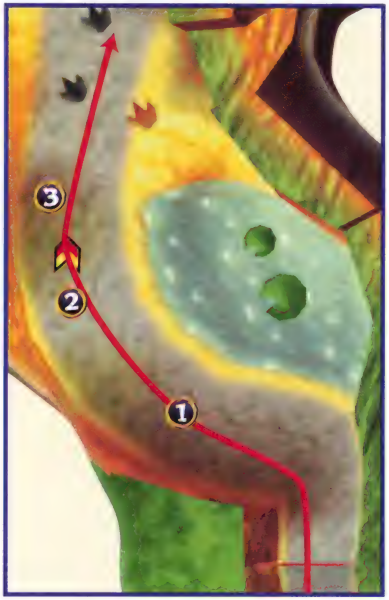
Daredevil Driving

Zip, Sliding Away

Some novices assume that a road zipper will push them in the direction the zipper is pointing. In fact, a road zipper will push you in whichever direction your front wheels are pointing. So even if a zipper is deep in a corner or is pointing directly at a wall, you'll be able to slide into it at an angle and boost yourself in a safe direction if your wheels are aligned correctly.

1 Set Up

This curve presents some problems. Your first instinct might be to hit the zipper while turning to avoid being boosted straight into the wall. If you hit the zipper ahead while turning, however, you may skid out of control.



2 Slide

Instead, aim your car straight at the zipper and, when you're a short distance away, start a power slide. Hold the slide until you hit the zipper. Make sure your car is pointed toward the far end of the turn, as shown in the photo.

3 Blast Off

As you touch the zipper, let go of the R Button. You've been sliding to the left, but your car will speed off to the right, the way it was facing. Use this technique to take advantage of zippers placed in turns and on the edges of some tracks.

Missile Away!

The homing missile that you can get by collecting two Red Balloons in a row is the only missile that can actually lock on to a target and follow it. The regular missile and missile pack use unguided warheads, so you'll have to aim carefully. Don't fire at the top of a hill or as you're coming down a gentle slope or your missile will shoot off into the wild blue and explode harmlessly. Don't aim directly at an opponent if he or she is approaching a curve. Chances are you'll miss as he or she turns. Instead, "lead" your shot and aim at a spot on the curve ahead of your target. Last, don't use up all the missiles in a missile pack. If you have even one missile left when you collect another Red Balloon, the pack will be filled back up to a full 10 shots.

On turns, lead your shots ahead of your opponents.

If you're on a hill when you fire, your shot may fly way over your opponent's head.

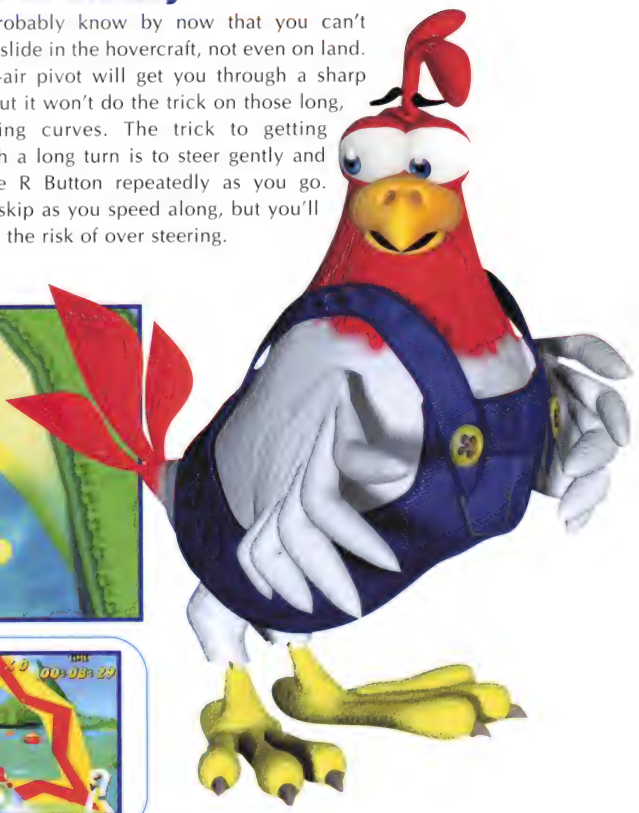
Hover Hotshot

1 Line Up

Unlike road zippers, water and air zippers will turn your vehicle and propel you in whichever direction the zipper (not your vehicle) is pointing. You can skip through this turn and approach the zipper at any angle.

Hop to Victory

You probably know by now that you can't power slide in the hovercraft, not even on land. A mid-air pivot will get you through a sharp turn, but it won't do the trick on those long, sweeping curves. The trick to getting through a long turn is to steer gently and tap the R Button repeatedly as you go. You'll skip as you speed along, but you'll reduce the risk of over steering.



2 Full Speed Ahead

Even if you enter a water or an air zipper from the "exit" side, you'll turn and blast off in the correct direction automatically. This can make navigating some water and air courses easier than some road courses, at least in one way.

Flying Ace

Hard Bank

When you're piloting the plane, hold down the R Button at all times. This way, you'll be able to bank sharply at any time and react to mid-air emergencies that much faster than normal. If you don't hold the R Button, you may react just a split second too late to a crisis and find yourself in eighth place in no time. Flying with constant "power steering" may seem strange at first, but you'll get used to it quickly.

Road Warrior

Planes have the distinct advantage of being able to use both air and road zippers. All you need to do is swoop down and touch a road zipper with the bottom of your fuselage, and away you'll go. Remember to take your finger off the A Button as you near a zipper. Not only will you get a super boost from the zipper, you'll also have an easier time forcing your plane all the way down to the ground if you're not accelerating. In some places, you'll find air and road zippers right in line with each other at nearly the same level. It's a two-for-one special!

Circuits

Adventure Mode

The one-player Adventure mode is made up of several race circuits and individual challenges that span Timber's Island. You don't have to complete all the challenges to finish the game, but who knows what secrets you may find if you do.

Balloon Race

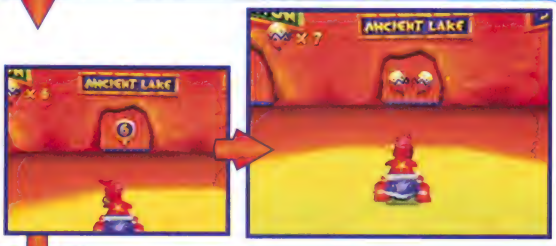
The first circuit you'll run in each area is the Balloon Race series. The number on each track door represents the number of Gold Balloons you must have to open it. You'll find a Gold Balloon in Taj's meadow that will allow you to enter the first race. After you win a race, one Gold Balloon will be added to your inventory and the number on the track door will change to a balloon.

Boss Challenge

Wizpig cast a hypnotic spell on several Timber's Island residents and placed them in charge of the various courses. Once you complete all the Balloon Races in a given area, the boss of that area will challenge you to a head-to-head contest. If you win, you'll learn about the Silver Coin Challenge. If you lose, you'll be sent back to the lobby. You can reenter the boss's lair (look for the double doors) at any time to try again. Just to show you that there are no hard feelings, a boss will always accept a friendly challenge from you, even if you've already won.

Silver Coin Challenge

The Silver Coin Challenge is the second major circuit in each area. The tracks will remain the same, but eight Silver Coins will be placed on each one. This time, you'll have to collect all the Silver Coins and come in first to win. Once again, each track door will display the number of Gold Balloons you need to enter, and if you win a race, you'll receive a Gold Balloon as your reward.



Boss Rematch

After the Silver Coin Challenge, you'll race the boss of that area again. The rematch will be on the same track as before, but your opponent will be faster, and there will be more hazards to deal with. If you win, you'll free that boss from Wizpig's control and receive a piece of the mystical Wizpig Amulet as a token of your victory. Once the amulet is whole, you will be albe to challenge Wizpig himself.

Taj's Challenge

At certain points during your adventure, Taj will seek you out and challenge you to a race around the island. While Taj will use his trusty flying carpet, you'll use either the car, hovercraft or plane. All of the races begin and end in the meadow. Once the race begins, a series of flags will appear and show you the race route. You won't find any bananas or balloons along the way, so you'll have to rely on your own skill to carry you to victory. If you win, Taj will give you a Gold Balloon. If you lose, you can return to Taj's meadow at any time and challenge him again.

Car

HoverCraft

Plane

Trophy Race

Once the boss of an area is free, the tracks in that area will return to hosting their regular competitions. To enter the local Trophy Race, find and touch the empty glass case off the lobby. You'll run every race in that area, one after the other, and earn points according to where you placed. Depending on where you place at the end of the circuit, you may win a beautiful Gold, Silver or Bronze Trophy!

T.T. Challenge

Behind these doors lie challenges created by T.T. himself. The Gold Key to each door is hidden on one of the local tracks. We have tips for these challenges, but you'll have to work to find the secret key locations. If you win a challenge, you'll receive a piece of the T.T. Amulet. Complete the amulet to open the way to the ultimate race!

Time Trial

If you'd like to practice on a particular course or just run the track for fun, visit T.T. and activate the Time Trial option. You can cruise any track that you've already opened in the Adventure mode. If you post a certain time on each track, T.T. himself will show up at the starting line on the next trial. We've done some scouting, and we've discovered the exact times that will make T.T. appear and the times that will beat him. We've included these times, along with maps and tips for each track, in the next section of the book.

Tracks

Besides the one-player Adventure mode, there is also a multiplayer Tracks mode that allows up to four human-controlled drivers to compete in individual races. You'll be able to decide once and for all who truly is the King or Queen of the Road!

Time Trial

The Time Trial option is also available in the Tracks mode. If you start a one-player Tracks game, you'll be given the option to turn the Time Trial on or off before you begin each race. The Time Trial option is not available in two-, three- or four-player races. Once again, you'll be able to race against T.T. if you post the required time for a given track.

Two Players

In a two-player Tracks game, two human-controlled characters can race head-to-head on any track that you've already opened in the Adventure mode. You can choose to race solely against each other or you can have two or four computer-controlled drivers join in. Most tracks will give you a choice between vehicles, and each player can choose a different one. These are basic, Balloon Race-style competitions, with no Silver Coins on the tracks. You won't win any points or trophies for coming in first, but you will earn valuable bragging rights!

Three to Four Players

No computer-controlled drivers are allowed in three- and four-player Tracks races. These competitions are the same as the two-player races, except the screen will be divided into four parts. If there are only three competitors, the computer will display various game views in the lower right corner.

Pro Picks

The following strategy pages include maps and tips for both the Adventure mode and the Tracks mode. Tracks mode tips will appear next to the Silver Coin Challenge maps, and we'll tell you if a particular vehicle is very good (Whoo-hoo!), fair (Whoa!), bad (Uh-oh!) or not accessible (Oh no!) on a particular track.

Timber's Island

Timber's Island

This Island Paradise

Here are all of the major features and areas of Timber's Island. Each numbered area contains a full set of race courses and challenges. You'll tackle Dino Domain first.

Taj's Tip

Taj's Meadow

Since he was run out of his mountain retreat, Taj has made his home here at the center of the island. He'll be keeping a mystical eye on you as well as on the Wizpig statue that looms overhead. You can talk to him here at any time to change vehicles or to accept one of his friendly challenges.

Sign Board

This sign will display all your trophies. Once you complete all of the races and defeat Wizpig, drive, hover or fly over and touch the sign to set new events in motion.

Lighthouse

This seemingly normal lighthouse conceals a terrific secret. After you open the way to Wizpig's Planet, come back to this site at any time for a free interstellar ride.

Sherbet Island

pg. 64

Hop into the cockpit and pilot your plane to this sheltered corner. You'll find a precious golden prize waiting.

You can pick up this Gold Balloon with the hovercraft, if you wish. Drive right off the beach and head to the left.

Timber's Island

Dragon Forest

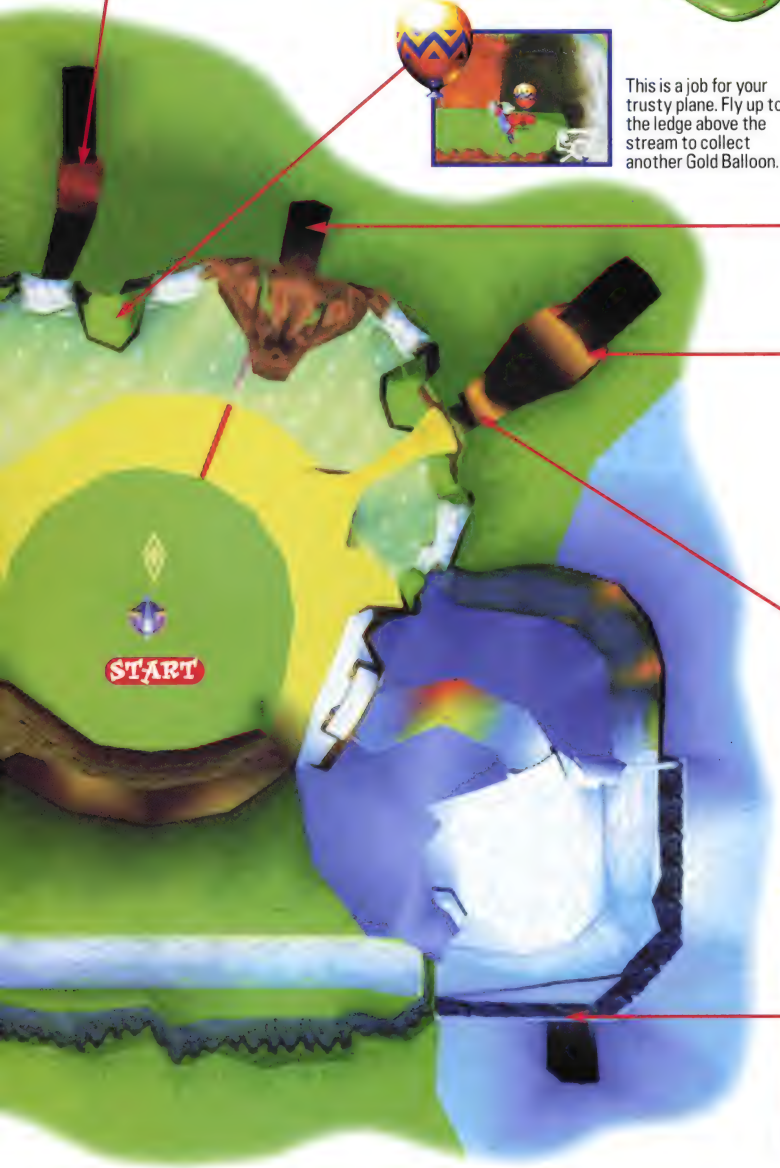
pg. 84

Wizpig

As you collect pieces of the Wizpig Amulet, this statue will change. When it is fully transformed, fly into its mouth.

pg. 104

This is a job for your trusty plane. Fly up to the ledge above the stream to collect another Gold Balloon.



Dino Domain

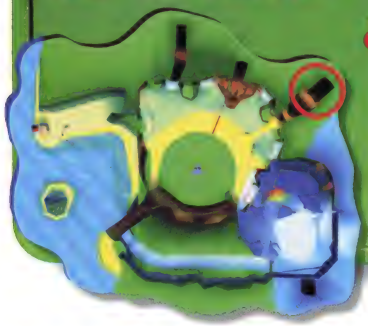
pg. 24

This is the first Gold Balloon you'll collect. Just drive from the meadow toward the entrance to Dino Domain.

Snowflake Mountain

pg. 44

Dino Domain



Learning Curves

This map shows the Dino Domain lobby and points out the door to each course. The Dino Domain tracks are straightforward, but not without some challenges of their own. Once you complete the Balloon Races on these tracks, you can always explore other areas around the island, if you wish, before you return for the Silver Coin Challenge.

Navigating

Next to each track name we've listed the number of Gold Balloons you'll need to open its door. The first number is for the Balloon Race while the second is for the Silver Coin Challenge. The vehicle shown is the one you'll use on that course. You'll find T.T. wandering through the Dino Domain lobby as well as in every lobby around Timber's Island. If you want to see what you've accomplished so far or want to activate the Time Trial option, just tap T.T. or blow your car horn to get his attention. Now that you have all of the basics down, it's time to head over to the Ancient Lake course and get ready for some serious racing!

Fossil Canyon

p.36

Trophy Race

Hot Top Volcano

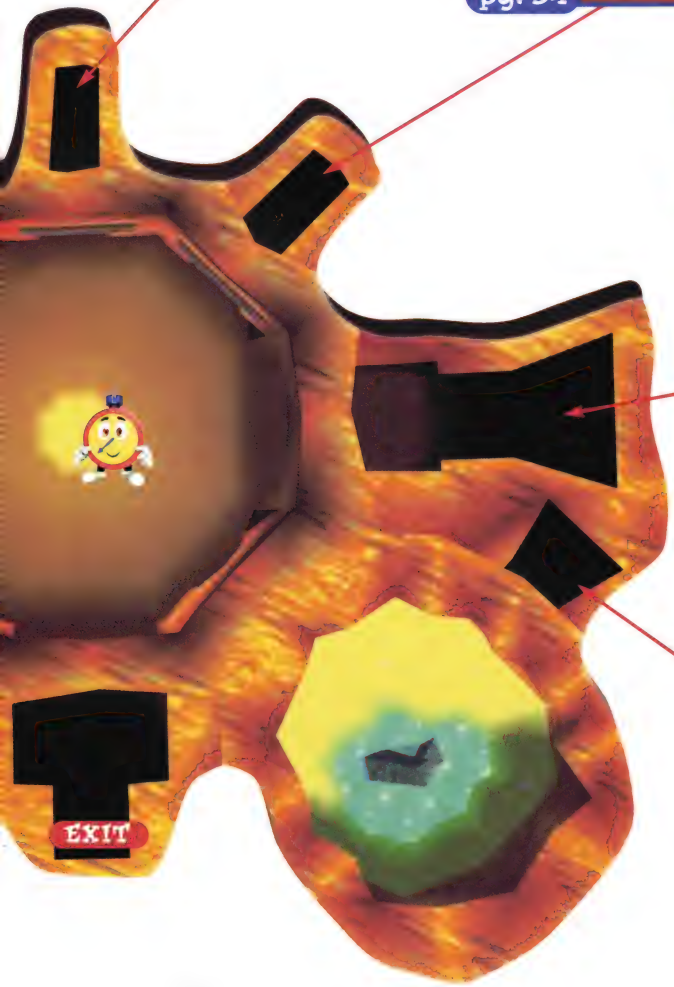
pg. 38

Ancient Lake

Jungle Falls

Tricky Challenge

Fire Mountian



Ancient Lake

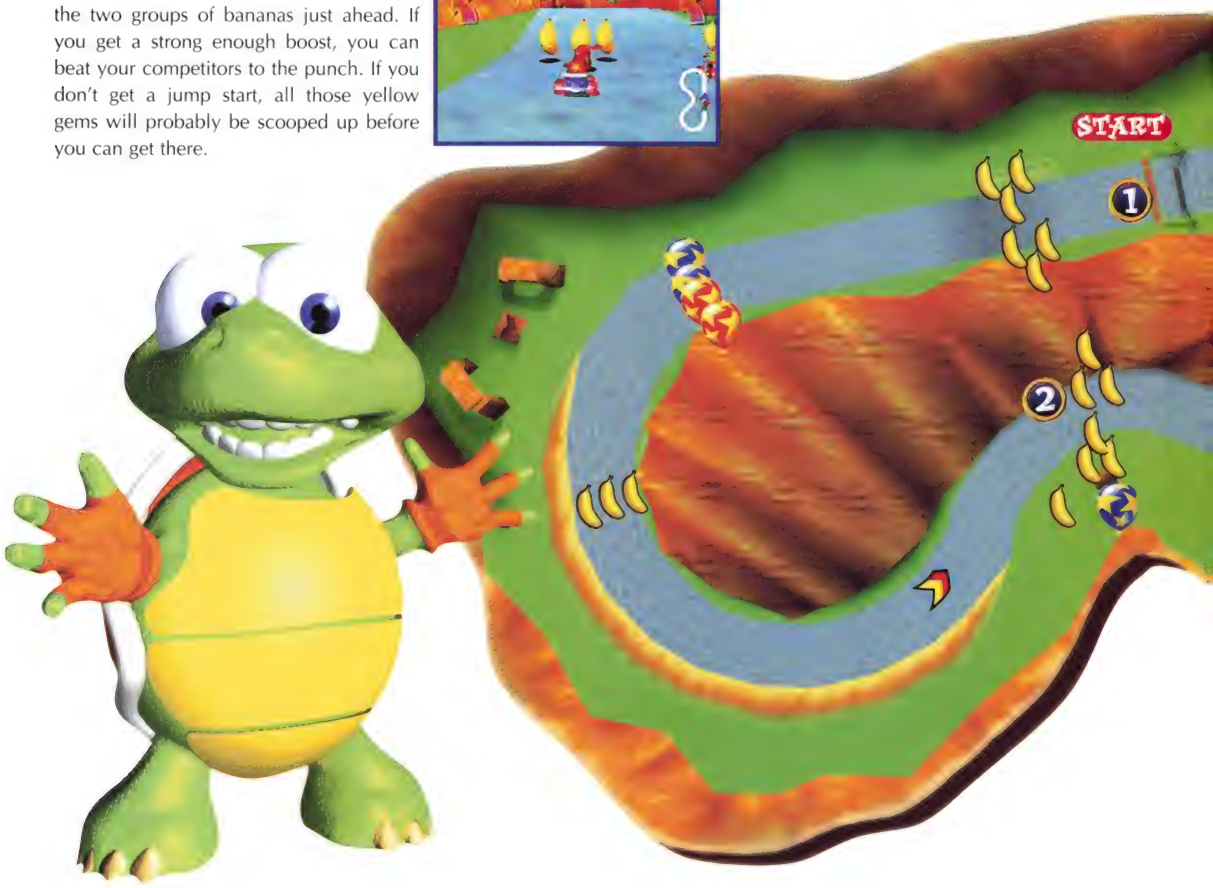
Inaugural Race

Built on the site of a prehistoric lake, this track is the perfect place to get your racing skills up to speed. Its gentle curves won't give you much trouble, but the gentle giant on the backstretch just might.

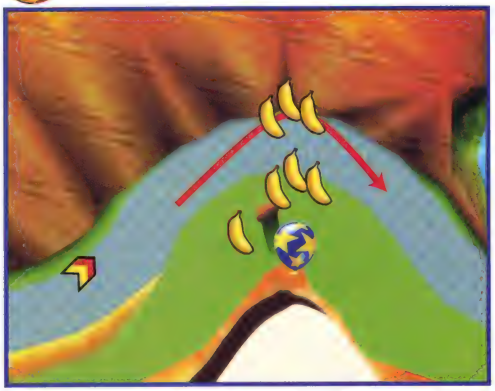
Meet T.T.—1:07.00 **Beat T.T.—1:01.28**

1 Starting-Line Sprint

Here's a chance to get a jump on the competition in more ways than one. Get a jump start off the line and aim your car at one of the two groups of bananas just ahead. If you get a strong enough boost, you can beat your competitors to the punch. If you don't get a jump start, all those yellow gems will probably be scooped up before you can get there.



2 Banana Bonanza



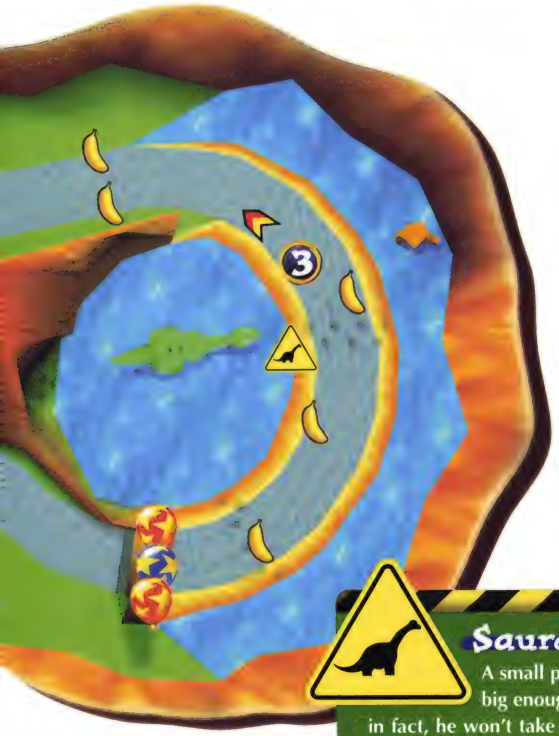
Hug the inside lane as you come around the first turn. There's a zipper on the left edge of the track that you may not see until you're almost on top of it. Hit the zipper straight on and head for the cluster of bananas at the center of the next turn. Power slide just before you hit the bananas and be ready to pull out before you sideswipe the wall to the left.

If you power slide, you'll be able to keep up your speed and avoid skidding into the wall.

3 Home Stretch

It shouldn't be very hard to hit the zipper on the backstretch, unless your friendly competitors are giving you some grief. If the inside lane is too crowded, you might want to pull a wide power slide around the curve just before the zipper to avoid the traffic and then try to attack the zipper head on. It would also give you a good view of potential targets for a missile attack.

You'll have to finish the turn while you're being boosted. Try to stay a bit to the left so that you don't swing wide of the bananas.



Sauropod Shuffle

A small pond is all that's left of the great lake that once sat here, but it's plenty big enough to serve as home to a large dinosaur. The big green guy isn't hostile; in fact, he won't take notice of you and the other racers at all, which can be a problem in itself. He'll lumber back and forth across the track all during the race, and there's nothing you can do about him except to try to avoid his redwood-sized legs and feet. If he steps on you, you'll not only lose time, you'll be squashed flat!

Silver Coin Challenge

The basic Silver Coin Challenge strategy is to collect all of the coins by the end of the first or second lap and then go flat-out for the finish line. You can use this first challenge to practice your power sliding and coin scooping techniques.

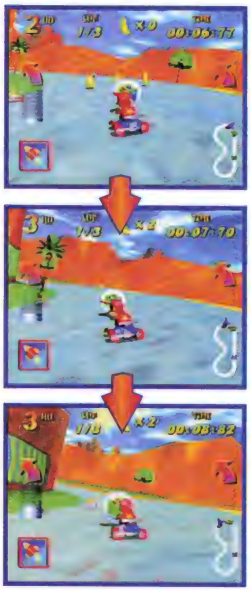
6

1

The first Silver Coin is sitting in the middle of the road just beyond the first line of bananas. Swing to the side to grab a banana or two and immediately come back toward the center to scoop up the coin. Though you don't have to worry about the other drivers collecting the coin before you do, they might get in your way as you barrel down the track.

2 3 4

After you grab the first coin, aim for the pair of Red Balloons on the left. This will bring you right in line with the next three coins, which are strung out along the first turn. You shouldn't have to do any fancy maneuvering to grab all three coins, but don't get cocky. If you're running at full speed and you take the turn too wide, you may have trouble heading back toward the center of the lane to pick up your prizes. Remember that it's usually easier to slide toward the outside of a turn than the other way around.



Picking up these coins should be a snap, but be cautious and drive just a bit toward the left side of the lane.

5

The fifth coin is located in the turn just past the first zipper. You can steer through the turn to get the coin, but if you want to live dangerously, run right toward it and then slide into it from right to left. As soon as you have it, let go of the slide and head back out into the lane. If necessary, slide to the right to line up for the next turn and to pick up a balloon.

6

Don't slide too far out for coin six or you may miss number seven.

7

Coins six and seven are on the turn just past the arch. Coin seven is right in the middle of the dino crossing, so if the big, green lug makes an appearance, be prepared to hit the brakes. In addition, you'll sometimes have some trouble with fellow racers on this curve, especially if the ones behind you manage to pick up Red Balloons under the arch.

Taj's Tip

Cutting the Grass

Getting the Silver Coins is your first priority, but if you collect coin number five on the first lap, you can take advantage of this shortcut on the next two laps. Instead of using the first zipper to boost through the S-curve, use it to blast over the grass to the right. The boost will run out before you get back to the track, but the Blue Balloon in the middle of the field can help with that problem. On the other hand, you can save the boost and collect another Blue Balloon under the arch ahead.

8

Grabbing the seventh coin often takes racers to the outside edge of the track—a bad place to be if they want to catch the second zipper, which is on the inside edge. If you find yourself in this position, simply power slide to the left. You'll still head to the outside of the turn, but your nose will pivot left. When you line up with the zipper, let go of the slide to go forward. Run over the zipper for a boost and head to the middle of the track to grab the last coin and a banana bonus.

If you lead the pack on the first lap, you can pick up a coin and a banana or two here.

Tracks

Pick of the Crop

Use the hovercraft if you like a good challenge, but use the car or the plane if precision racing is in your game plan.

Whoo-hoo!

Whoa!

Whoo-hoo!

Air Cut

If you pilot a plane on this course, you can take advantage of two big shortcuts. Fly straight from the first air zipper to the arch. From the arch, hang a sharp left and fly over, rather than around, the pond. Watch out that you don't run smack dab into the dino's head!

Golden Arch

Just because you prefer to have your head in the clouds doesn't mean that you can't take advantage of items on the road. Grab a boost from the air zipper and swoop down toward the balloons under the arch. An extra boost might come in handy, or maybe you'd like to send someone an explosive greeting via air mail!

Fossil Canyon

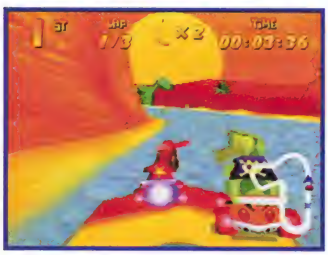
Fork It Over

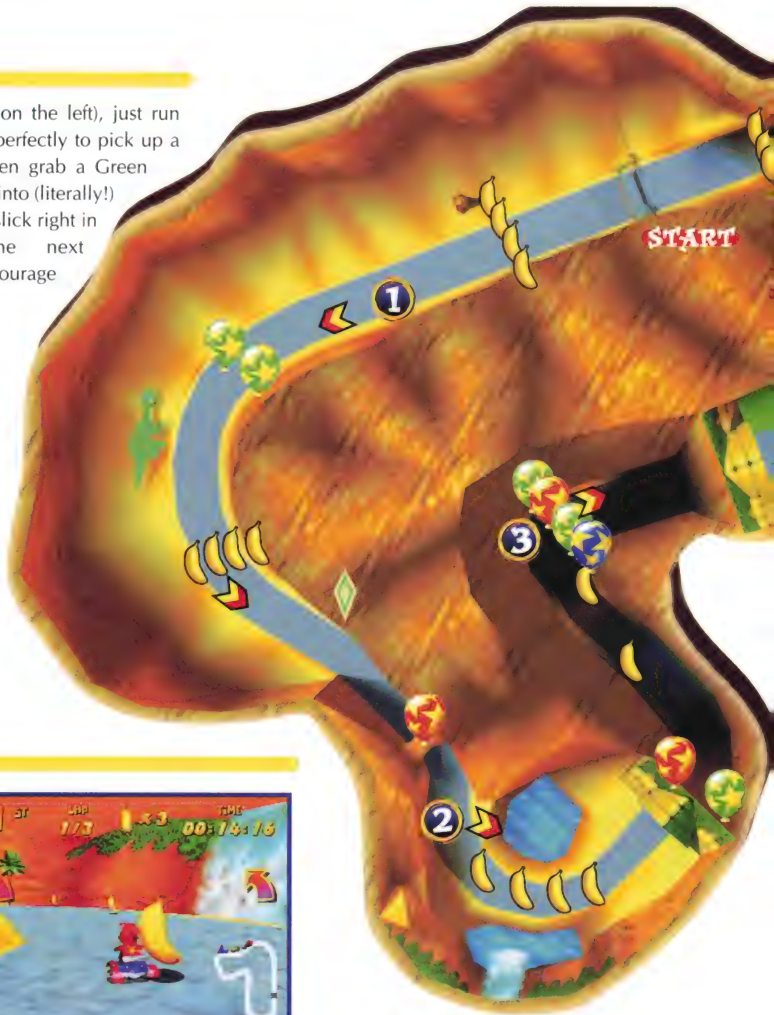
Life will become a little more hazardous in Fossil Canyon, with sharp turns, dark tunnels and bumpy roads trying your skills and your patience. If you haven't already perfected the power slide maneuver, you'd better get on the stick if you expect to win.

Meet T.T.—1:37.00 Beat T.T.—1:30.18

1 First in Line

If you're in the first place spot (the first car on the left), just run straight ahead at the start. You'll be lined up perfectly to pick up a pair of bananas, run over the zipper and then grab a Green Balloon. The only complication you might run into (literally!) is interference from other drivers. Drop an oil slick right in front of the next zipper to discourage any pursuers.





2 Banana Belt

If you haven't been very successful at getting these delicious speed-boosting treats so far, take the path around the pond rather than boosting across it. You can pick up four bananas near the waterfall and then head for the tunnel. The track turns 90 degrees to the left just past the entrance, so power slide and swing your nose around in that direction.

3 Slip and Slide

You'll now see two bananas ahead of you, one on the right and one on the left. They mark the best paths around the corner. If you head for the right-hand banana, power slide just as you pick it up. This should bring you right in line with the balloons and the zipper around the corner. If you aim for the left-hand banana, you'll be able to steer through the corner normally without power sliding.

Try to pick up a balloon before you hit the zipper. You know the racers behind you will!

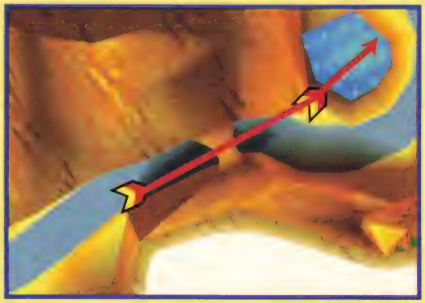
4 Left Fork

It may not seem like it, but the left-hand path will actually save you some time. If you pick up a Green Balloon or two before you reach this fork, you can leave an oil slick or a mine before or after the Red Balloon. The path through here is narrow enough that any tailgaters will likely get caught in your little trap, and you'll have a missile in case they don't.

Take the left fork to save time. If you lay down a dropper behind the Red Balloon, opponents may not see it until it's too late.

Double Zip

If you don't want to go around the pond, these two zippers should be enough to float your boat and get you across it safely. Get a boost from the zipper before the arch and then run over the zipper on the beach. Try to power slide into the zipper on the beach and pivot your nose to the left toward the tunnel. That way, you'll be aimed in the right direction when you take off, and you won't have to try to steer too much as you skip over the water.

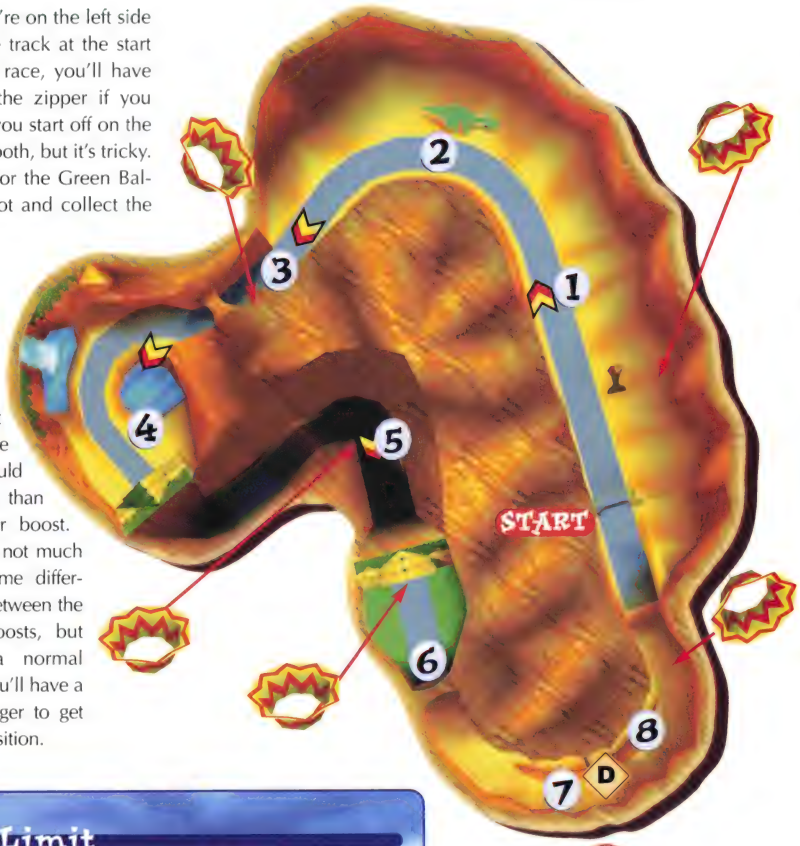


Silver Coin Challenge

This next Silver Coin Challenge will throw you a few curves, so to speak, and show you the importance of keeping a steady thumb on the stick. The fourth and fifth coins will be the toughest ones to get, so don't leave them for the last lap.

1 **2** If you're on the left side of the track at the start of the race, you'll have to skip the zipper if you want to grab the first coin right away. If you start off on the right, you can power slide and get them both, but it's tricky. Either way, after you get the coin, aim for the Green Balloon—that should put you in line to spot and collect the second coin.

3 As you come around the corner, hit the zipper on the right and then shift immediately to the left to pick up coin three. The zipper and the coin are so close together that you should consider getting a normal boost rather than a super boost. There's not much of a time difference between the two boosts, but with a normal one, you'll have a tad longer to get into position.

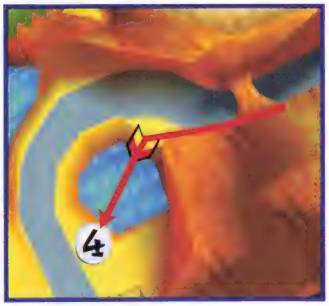


DETOUR Sky's the Limit

Luckily for you, the pterodactyls in Fossil Canyon don't seem to be particularly solid. If you're flying a plane in the multiplayer Battle mode, you won't have to worry about running into them or getting into a dog—er, dino—fight. They do seem territorial, however, flying in some sort of prehistoric holding pattern around certain areas of the course. You can follow them around, if you wish, and see where they may lead you. We haven't discovered any secrets connected with them—but then again, you never know!

4

Coin number four is on the beach across from the zipper, near the tunnel entrance, and the water route is much better than the overland route. Use the two-zipper tactic we recommended for the Balloon Race to get across the pond and retrieve the coin. Depending on how fast you're going, you may need to power slide to get back up to the track and into the tunnel safely. Chances are, though, that you'll be back down to normal speed, and you'll be able to steer normally into the tunnel.



Pivot to the left as you hit the zipper on the beach to line up with the coin. You may miss it otherwise.

5

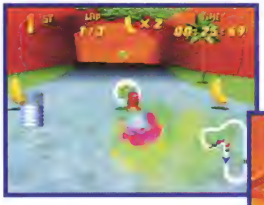
This turn is much sharper than it looks, and steering through it may make you skid wide of the target. This is a tough coin to get, and it may be better to hit the brakes and take any extra time you need on the first lap to retrieve it, rather than saving it for later.

Take the time to get this on the first lap; you can make it up on later laps.

6

7

The next two coins are easy to get, but you'll have to take the longer route to collect them. As you come out of the tunnel, you'll see coin number six in the middle of the road. Now take the right-hand fork to grab the next coin as you go up the slope. Be sure to collect a balloon at the top of the hill.



8

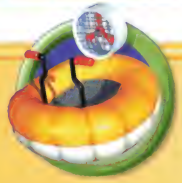
If you take the right-hand fork to retrieve coins six and seven, you may miss the last coin, which is on the left-hand path just before the final stretch. You can either save this coin for the second lap, or, if you can spot it from the upper path, you can try to jump down and complete your silver collection right away. The choice is yours!

Tracks

Hover Ho-Hum

The plane rates a "Whoa!" because the tunnel makes the race exciting. The hovercraft, however, isn't a particularly thrilling ride here.

Whoo-hoo!



Uh-oh!

Whoa!

Pilot Practice

You won't have used the plane yet in the Adventure mode, but you can select it on this course in Tracks mode. With the sharp turns, tunnels and arches, this is a good place to practice your piloting skills before you'll need them for real in your battle against Wizpig. Besides, the plane is a wild ride!

Tunnel Tumble

The big challenge here for the plane is the 90-degree turn in the tunnel. You may have to engage your air brakes or pull a barrel roll to the right as soon as you come around the corner. Your instinct will be to go through the zipper, but remember that if you just touch the side of it, it will still give you a speed boost.

Jungle Falls

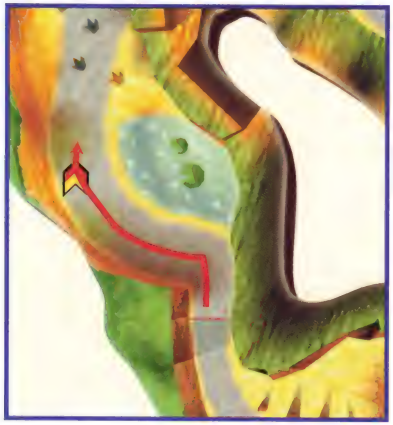
Zip to My Lou

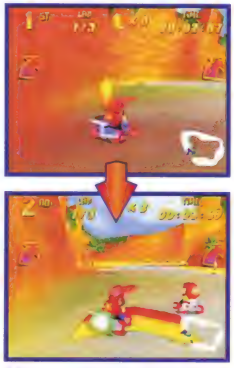
With all the zippers strewn about Jungle Falls, you'll be able to make up for lost time or build a commanding lead easily. There are also lots of balloons and lots of good places to use them, so you'll have to think more about attack and defense.

Meet T.T.—1:08.00 **Beat T.T.—1:02.50**

1 Blast Off

The track drops off into a lake just a few yards down from the starting line, but you can still get a jump start and make it around the turn to the left. If you need some help making the turn, start a power slide as soon as your car starts to move. As soon as you clear the corner, power slide back in the other direction to catch the first zipper.





Make sure that you keep a shallow angle. If you pivot your nose too far to the right, you might shoot into the lake! Aim toward the next turn.

Big Impressions

The dinosaur footprints on this curve are much deeper and pitted than the ones you encountered on the Ancient Lake track. Try to drive straight over them. If you're turning or sliding as you hit a deep rut, you might bounce out of control and out of contention.

2 Tunnel Trouble

Grab the Yellow Balloon as you enter the tunnel and activate the shield. If you have the lead at this point, chances are someone will shoot you from behind with a missile. On the other hand, if you're in the middle of the pack, you can easily take out a couple of cars and cause a pileup!

3 Take Your Pick

As you come out of the tunnel, you'll have a choice of items. You can either turn to the left for a zipper or turn to the right to pick up a row of bananas. You'll also find two more rows of these yellow beauties as you go down the next hill. There are lots of straightaways on this course, so a high top speed will be useful.

4 Skull Scurry

As you head down the hill, steer to the left and grab the row of bananas, being especially careful of the palm tree. Aim for the skull and slide under it to catch a boost from the hidden zipper. The road ahead is curved, but if you come through the skull, you can actually cut straight through the turn without running into any of the rib bones lining the track.

Hit the zipper straight on to cut the curve safely. Be ready for the last jog to the right just before the finish line.

5 Rainbow Rally

There's an even better route to take if you have a purple boost in reserve. Come down the hill on the right side and cut straight across the sand to the right of the track. You'll gain a Rainbow Balloon and maybe the lead. If you use a weaker boost, you may get bogged down in the sand.

Silver Coin Challenge

The power slide comes to the rescue again, this time helping you to get all of the coins without falling too far behind. If you haven't perfected your power slide, it will be awfully difficult to get coin number three and remain in the running.

8

1

Some drivers like to save this coin for the second lap, but if you're daring, you can get it as the race begins. Even if you're in the first place (pole) position, you can get a jump start and power slide into the coin. A jump start is essential for leaping ahead and getting a clear shot at the coin, but it also puts you in danger of dropping into the drink. As soon as the coin is yours, power slide the other way to catch the first zipper.

If this move fails, don't worry; you'll be able to pick up this coin on the next lap easily.

2 3

The next coin will come into view after the first zipper. Power slide into it. Release the R Button to snap out of the slide, but don't steer toward the zipper coming up on the right. Stick to the left side of the lane and, as you come up the slope, you'll see the next coin. Now here's the really tricky part. Slide into the coin and then immediately pull a hard slide in the opposite direction to make it onto the bridge. If you're even a bit off, you'll end up in the drink.

One little miscalculation will plop you into the water. If that happens, you can kiss the lead good-bye!

Dash for the Bridge

Once you have the second and third coins, you can take advantage of the Blue Balloon and the zipper just before the bridge. Get a super boost from the zipper and aim yourself just a bit to the right so you don't fly off into the pond. Once you're on the bridge, use the boost. Lovely!

After the last two coins, the next two will be a snap by comparison. Coin number four is sometimes difficult to spot, even though it's right at the center of the bridge. Coin number five is off the track to the left and very close to the tunnel. If you slide too far to grab it, there's a chance you won't be able to slide back in time to avoid the door jamb. You don't have to hit the coins head-on to collect them; you can just brush by them and still scoop them up. You can take advantage of that in this situation and not have to slide so far out of your way.

If you like, come down the left side of the bridge on your approach to coin five. This will make picking it up easier. You'll miss coin four, but you can get it on lap two.

Try to keep your slide as shallow as possible.

Coin number six is on the open plain just outside the tunnel. If you take the zipper on the left, just aim yourself in the direction it's pointing to head right to your silvery prize. Coin number seven is beneath the dinosaur skull at the bottom of the hill, right in front of the next zipper. If you took this route during the Balloon Race, it obviously won't give you any trouble here. If you want to be especially nasty, lay down a dropper just as you pick up the coin.

Getting this coin will be a piece of cake. (Hey, you could use the break!)

The last coin is on the left side of the sharp curve just before the finish line. If you're coming at it off the zipper, be careful on your power slide or you might sideswipe the wall. By this time, though, you should be a sliding fool!

Tracks

Plane & Simple

The plane is easy to use here but a bit boring. The hovercraft can be frustrating for some but challenging for others.

Whoa!

Whoa!

Whoo-hoo!

Aerial Advantage

Once again, the plane has the advantage of being able to fly over obstacles rather than going around them. With this vehicle, you'll be able to cut corners all around the course and not have to worry about skidding into a pond or getting bogged down in the sand.

Tunnel Topper

As you fly over the bridge, aim for the smaller tunnel above the main one. This route will be a little easier for you to navigate in the plane. You'll also be able to pick up a magnet from the Rainbow Balloon at the entrance—not that anyone will be out in front of you at this point, anyway!

Hot Top Volcano

You Gotta Lava It

If you haven't practiced with the plane in the Tracks mode before this, it may take a while before you make perfect in Hot Top Volcano. Though the lava looks dangerous, it won't hurt you or your plane, so you can concentrate on flying.

Meet T.T.—1:35.00 **Beat T.T.—1:30.71**

1 Hidden Treasure

As you take off at the start of the race, you'll see that the shortest route to the first tunnel is off to your left. You might think that there's little point in going around the mesa in front of you, but, in fact, there's a gleaming treasure hidden behind the rock tower: speed-boosting bananas that you can have all to yourself. You'll miss out on a chance to pick up a Blue or a Red Balloon on the other route, but you'll have another opportunity to get a Blue Balloon very soon.

2 Put a Fork in It

After you collect the bananas, head into the right-hand tunnel. You'll travel just a short way before you see a Blue Balloon. The tunnel will then join up with the main path. Steer to the right of the stalactite and take the right fork. You'll find three more bananas along this quick shortcut before coming back to the main path once again.

3 Boost or Bust

If you've fallen behind the pack, go ahead and light up the boost that you just collected to catch up. If you're still in the running, though, hang on to the boost for a little while. Fly up and over the "hump" and take the zipper on the left, making sure to collect the Blue Balloon just beyond it. Now collect another Blue Balloon under the arch. Presto! You'll have a powerful purple boost!

If you can afford to save your boosts, you can earn a top-of-the-line purple boost by this point.

Slim Chance

If you use a purple boost in the tunnel, be careful. The tunnel is very narrow in spots, especially near the exit. Your plane will be difficult to control under boost. If you make a mistake, you could end up as a smear on the cave wall, and we wouldn't want that, now would we?

4 Double Time

You can now use your purple boost on this straightaway with little risk to life and limb. If you don't have a boost, use the zippers instead. The second zipper is placed a little to the right, so if you go through the middle of it, you'll risk hitting the wall instead of heading under the final arch. If you aim for the left edge of the second zipper, you should clear the "door frame" safely.

The zippers are also placed a little bit high. Swoop down a bit to get under the arch.

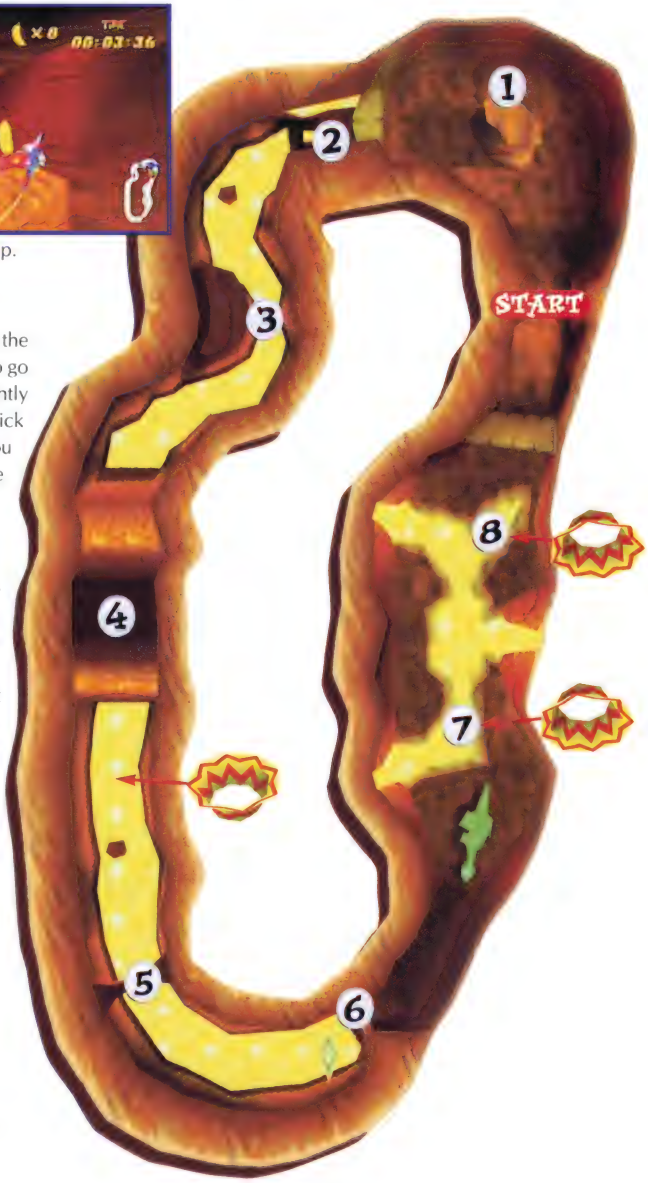
Silver Coin Challenge

You'll have to take the longer routes through the volcano if you want to add to your growing coin collection. Will you make up for lost time with speed boosts and zippers, or will you try to blast your way into the lead with missile packs?

1 The first coin is in a very obvious hiding place—so obvious, in fact, that a lot of competitors overlook it the first couple of times they run through this course. It's actually on the right side of the mesa, where you found a pair of bananas in the Balloon Race. The bananas are still there in the Silver Coin Challenge, which gives you two more reasons to take this route on the first lap.

2 You've had it drilled into your head to take the right-hand path, and now we're telling you to go to the left! The second coin is on the slightly longer main path, but you'll also be able to pick up a Blue Balloon to help you make up for lost time. If you do manage to snag the coin, at least you'll be able to take the shortcut on the second and third laps.

3 The third coin is also on the main path, so you'll have to skip the second shortcut, too. Try to approach it from the left side of the passage. The coin is in the middle of the airway, but the tunnel takes a sharp turn to the right just beyond the coin. If you approach the coin from the right, you may not be able to bank to the right before you clip the wall with your left wing.



4 The next coin is in the middle of the path on the top of the hump. There's one banana to the left and one to the right of the coin, and you may be able to snag one by using the barrel roll just as you collect your sterling treasure. Don't worry if you miss either the coin or a banana—there's always the next lap.

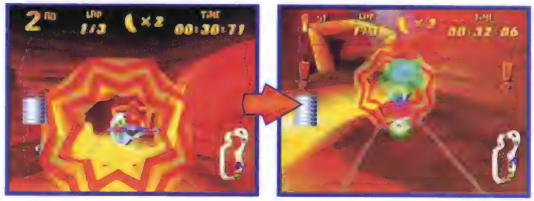
5 As you come over the hump, barrel roll down and to the left to catch a boost from the zipper. Instead of heading under the arch, as you did in the Balloon Race, head over the top of it to snag the newest part of your coin collection: number five and counting.

Be careful on approach. A boost can really mess with your steering and spoil your catch.

6 This next coin should be relatively easy to retrieve, though your fellow racers will often throw a monkey wrench into your plans right about here. This stretch is prime for ambushes, and an opponent will occasionally lob a missile at you around here.

You can't do much about a missile attack. Just go for the coin and hope for the best!

7 **8** Coins seven and eight are in the middles of the last two zippers. As we said before, the second zipper is set a little off center, so you'll have to bank or roll to the left as soon as you pick up the coin to avoid the wall ahead of you. You'll be able to collect the coin if you brush it with a wingtip, but you won't have much of a margin for error.



Taj's Tip

Tunnel Terror

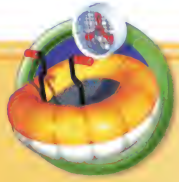
The emphasis here is often on boosts, but there's one terrific spot for missiles. Target opponents in the tunnel, in the last stretch just before the exit. If you hit your opponents just before the tunnel narrows, they may lose altitude and crash into the wall below the tunnel opening.

Tracks

Auto-NO-bile

The plane has all the advantage here, but an entire field of hovercraft would make for quite an interesting contest. Do you dare?

Oh no!



Uh-oh!

Whoo-hoo!

Balloon Buster

You won't be able to reach many of the items with the hovercraft, but you will be able to snag a few here and there. As you make your way through the course, stick to the edges of the track. You'll find a few low-lying Blue Balloons placed just above some of the solid bits of land.

Don't Skip Zip

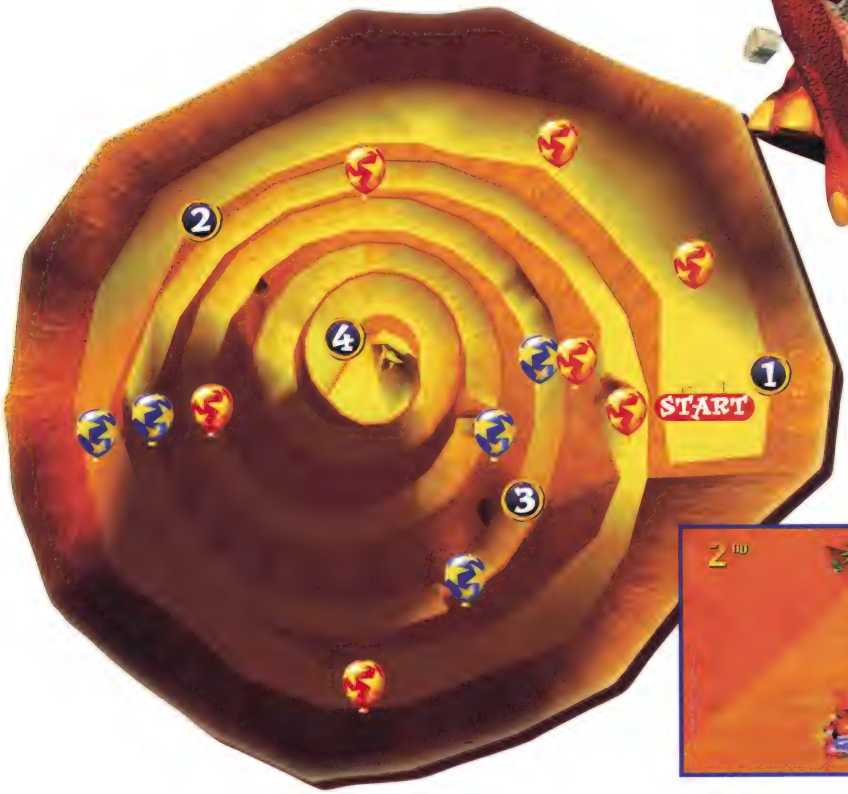
If you're piloting the hovercraft, keep to the right side of the track as you head down the final stretch (you'll see the big dinosaur as you round the corner). You'll actually be able to hit the bottom edge of the second zipper, which sits just above the ground. You may need to hop as you pass under it.

Tricky

Tricky the Triceratops is the master of Dino Domain, and your uphill battle against him will require both quick thinking and quick reflexes. While the course looks deceptively simple, defeating Tricky on his home turf will be anything but.

1 Second Place Start

For once, we recommend that you not use the jump start. Whether you get a normal or a super jump start, Tricky will usually run you over within a few seconds, usually right around the first Red Balloon. Give Tricky the right of way at first and then work at collecting balloons. Boosts can help, but missiles will give Tricky pause and give you a chance to gain more ground. Instead of trying to tag him with a single missile, wait until you have a missile pack before you lock and load. As soon as Tricky begins to recover from the first missile, shoot him down again.



2 Falling Rocks

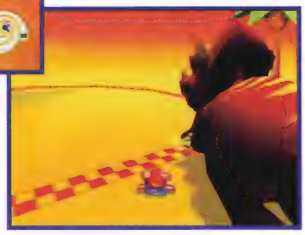
As you make your way up the curving track, boulders will rumble down from the heights and bounce toward you. To avoid them, stick to the left side of the course and hug the cliff as closely as you can. Tricky will shrug off these rolling stones with ease, but they'll rock your world for sure! Be careful of the palm trees as well. They may be more flexible than the boulders, but they'll stop you cold just the same.

3 Mole Mania

The Trickster certainly lives up to his name, but here's your chance to show him who's really the cleverest one of all. Just after you pass the third Blue Balloon, hang a sharp left and dive into the palm trees. Hidden behind their leafy fronds is a tunnel that leads to a spot just past the dip in the track. Save up a couple of balloons for a blue boost and let 'er rip!

4 Last Chance

Even if Tricky leads the entire race, you'll have a chance to overtake him and steal the victory out from under his horned nose. The slope steepens even more drastically near the top of the mountain, and though Tricky is a great sprinter, he's not built for marathon running. He'll slow down near the end of the race, giving you a chance to slip by and take the checkered flag. Just watch out for the sharp turns near the finish line.



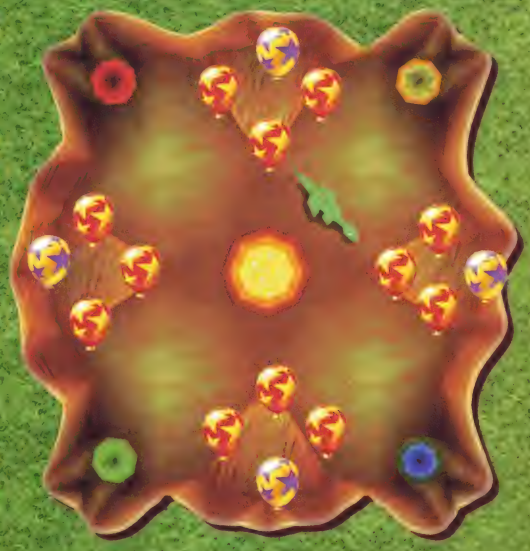
Tricky Rematch

After you complete the Dino Domain Silver Coin Challenge, Tricky will call you to his mountain for a rematch. Having had a bit of time to train and prepare, Tricky will be even faster than you remember him. You'll have to take full advantage of the Blue Balloons just to keep him in sight, and you'll also have to deal with additional hazards, like falling trees. You'll have to power slide to pick up every balloon you find, but remember that if you skid off the edge of the track, the race will end.

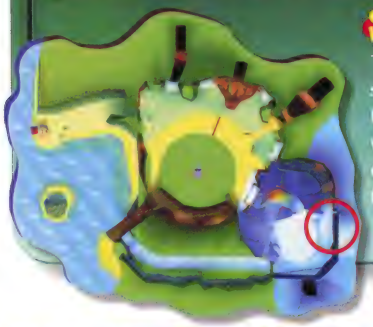
T.T. Challenge

Fire Mountain

As we told you earlier, you must find a key on one of the Dino Domain tracks to open the locked door to the side of the main lobby. Once you drive inside, you'll face the first T.T. Challenge. The Fire Mountain arena features four "nests" around the edge of a volcanic crater. The object is to pilot your plane to the bottom of the crater, pick up one of the dinosaur eggs from the central nest and deposit it in your home nest. When the egg hatches, you'll score one point. The first player to score three points wins. The crater is lined with weapons that you can use against your opponents, and you can also swoop into their nests and steal their eggs before they hatch. Just make sure to keep an eye on your own nest and scoreboard because your opponents can pull the same sorts of dirty tricks on you!



Snowflake Mountain



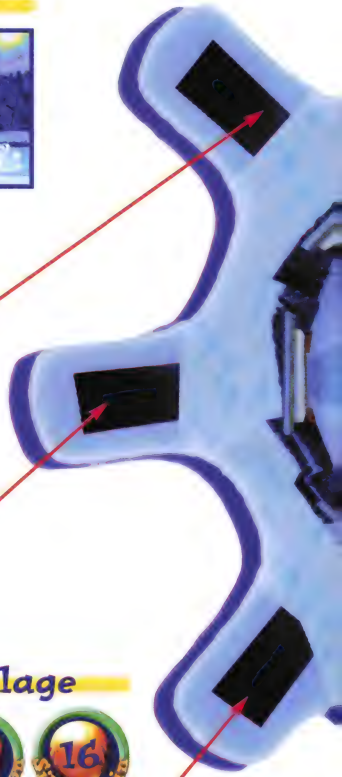
Sub-Zero Sprints

The frozen slopes of Snowflake Mountain form the perfect setting for winter fun. You'll find everything from frigid lakes to frozen loops. Giant snowballs roll through the valleys while dense fogs settle over snowbound villages. During the challenges, cars and planes are the vehicles of choice, but the final race takes place in a hovercraft.

Reaching the Mountain

From the open space in the middle of Timber's Island you'll notice a cave entrance to the right of the entrance to Dino Domain. This cave is set up on a ledge, and it's covered with snow. From the meadow area, you can switch to the plane and fly into the cave. After a short tunnel, you'll come to a snowy valley.

Across the valley you'll see a door that requires two balloons to open. You'll also find a river outlet to the sea and another that pours out beneath the waterfall.



Everfrost Peak

2 Gold Balloons

16 Silver Coins

pg. 46

Snowball Valley

6 Gold Balloons

14 Silver Coins

pg. 54

Frosty Village

9 Gold Balloons

16 Silver Coins

pg. 58

Snowflake Mountain

Walrus Cove

pg. 50

Trophy Race

Bluey Challenge

pg. 62

Icicle Pyramid

pg. 63

EXIT

Everfrost Peak

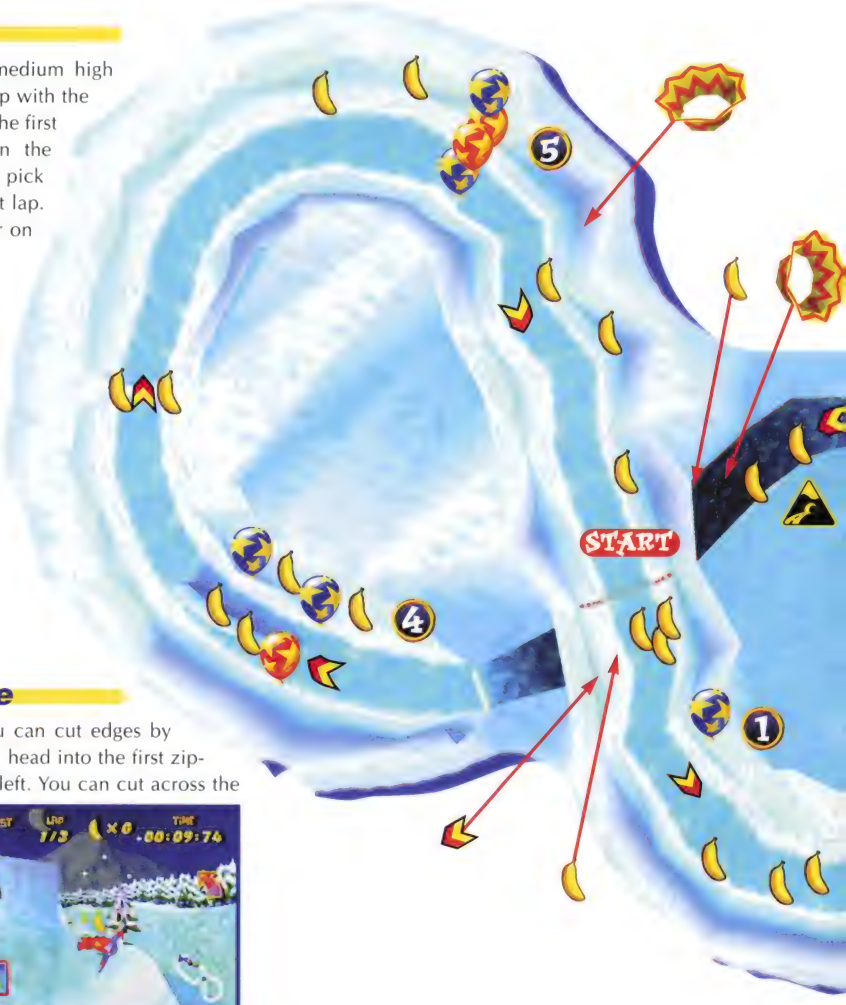
Flight or Fight?

This flying course winds through the canyons and tunnels of Everfrost Peak. Several air zippers provide extra speed, although the final zipper is set at an odd angle, making it more of a challenge to enter. Your main strategy is to take the inside edge, thereby reducing the actual distance you fly.

Meet T.T.—1:53.00 **Beat T.T.—1:48.00**

1 Starting Out

Get a jump start and stay about medium high around the first corner so you line up with the zipper at the next corner. If you cut the first corner tight and squeeze between the canyon wall and the tree, you can pick up a boost, but it's tricky on the first lap. Picking up this boost is much easier on the following laps.



2 Shaving the Ice

There are several places where you can cut edges by flying over the canyon walls. As you head into the first zipper, aim slightly upward and to the left. You can cut across the lip of the canyon rather than flying through the middle of it. You'll be slightly too high going into the tunnel, so drop down and pick up the boost on the left side of the canyon.

3 Missiles or Boosts

At the entrance to the first tunnel you'll find four item balloons. On each side is a Blue Balloon and two Red Balloons are in the middle. If you're in the lead, the obvious choice is to pick up a boost, but if you're trailing, get a missile and take the left branch of the canyon ahead to upgrade the missile.

4 The Right Way

As you leave the tunnel, hang tight and pass through the right side of the canyon. You'll find two boosts and bananas to add to your speed there, and it's the shorter route. In fact, you can get a triple speed boost each lap by picking up one Blue Balloon before you enter the tunnel, another two passing through the canyon, and a fourth after passing under the arch and just before the final zipper.

5 Booster Heaven

Also on the backstretch, if you stay to the left after passing beneath the arch, you'll be able to pick up a string of bananas before grabbing the far left Blue Balloon and heading into the last zipper. After boosting through the zipper, use your boost to accelerate through the finish line. With three Blue Balloons, you can blaze with the purple boost.

The air zipper is on a corner, so you may have to bark sharply to enter it. After blasting out of the zipper, use an upgraded purple boost to blast home.

Ceiling Hazard

The tunnel on this course dips down to the zipper then rises up toward the exit. If you hit the zipper, which is what you should do, then you'll be accelerating out of the tunnel. Keep your plane heading up and to the right. You may even have to fly so that your plane is on its side in order to squeeze into the narrow, right branch of the canyon, but the payoff is worth the extra effort.

Silver Coin Challenge

If you know all the boost locations on this course, even the extra challenge of the Silver Coin race won't be a problem. Collect as many of the Blue Balloons as you can to build up extra boosts, and be sure to hit all of the zippers.

16

1

The first coin is at the bottom of the slope on the left side of the canyon just past the starting line. You should be able to pick up this coin on any lap, including the first, without suffering any loss of speed.

If you begin on the left side of the starting line, watch out for a small protrusion in the wall that can knock you to the right.

2

This coin is just beyond and to the left of the first air zipper. Hitting both the zipper and the coin at the same time is difficult, and you'll almost certainly lose time by ending up out of position. If you bypass the zipper altogether to pick up the coin, you'll probably slip into second place. It's better to snag this coin on the second lap, when you've built a lead.

Since zippers straighten out your flight path, it's difficult to hit this zipper and get the Silver Coin beyond.

3

4

On the right side of the canyon you'll see a ledge with a tree growing on it. On the right side of the tree is Silver Coin number three. It's an easy coin to pick up, although the squeeze between the tree and canyon wall is a bit tight. From there, you'll be nicely lined up for coin number four, which is just beyond.

5

Just above the rocky arch is the fifth coin. Aim toward the middle of the arch and pass just above it to grab the Silver Coin. Then aim for one of the Blue Balloons at the entrance to the tunnel ahead. Don't use the boost until you've upgraded it with the Blue Balloons on the backstretch of the course.

6

The sixth coin is just outside the tunnel exit, right in the middle. Fly down the center of the tunnel near the ceiling after blasting through the zipper and look for the coin ahead. You'll be headed toward the left branch of the canyon after collecting this coin, but you can bank sharply to reach the right branch.

7

8

Above and below the stone arch after the tunnel, you'll find the final two Silver Coins. Grab one on the first lap and one on the second lap. There's no real order to it, and both coins are easy to pick up without sacrificing speed. If you want to pick up both coins in one lap, do a loop.

Patient Boost

After upgrading your boost to the purple boost level, you'll be tempted to use it. Wait until you've passed through the last zipper before the finish line. The wide, straight valley is the perfect place to use your high-powered purple boost without fear of running into obstacles.

Tracks

The Zip Lock

Although the best times will almost always be turned in by planes on this course, you can also use cars and hovercraft. Unlike some courses, Everfrost Peak is a great race with any vehicle.

Whoa!

Whoa!

Whoo-hoo!

Zippers

Zippers and boosts are the keys to victory on this course. If you use the hovercraft, you can get an extra zip from the first air zipper by hopping into it. You can get a double zip in the tunnel by hitting the road zipper and immediately hopping up to hit the air zipper.

Stay off the Snow

The icy track in the middle of the course is the place to be when driving hovercraft and cars. When you drive along the edge in the snow, your top speed will drop. Don't worry about traction on the ice. You won't slip any more than on other road surfaces.

Walrus Cove

The Scoop on the Loop

This icy track contains a giant loop, a secret shortcut, and plenty of places to smack into walls and lose it all. Boosts are very important if you want to get in the lead. Don't let the happy jingle and candy canes lull you into a false sense of holiday cheer. This course has less heart than the Grinch and it can steal your roast beast.

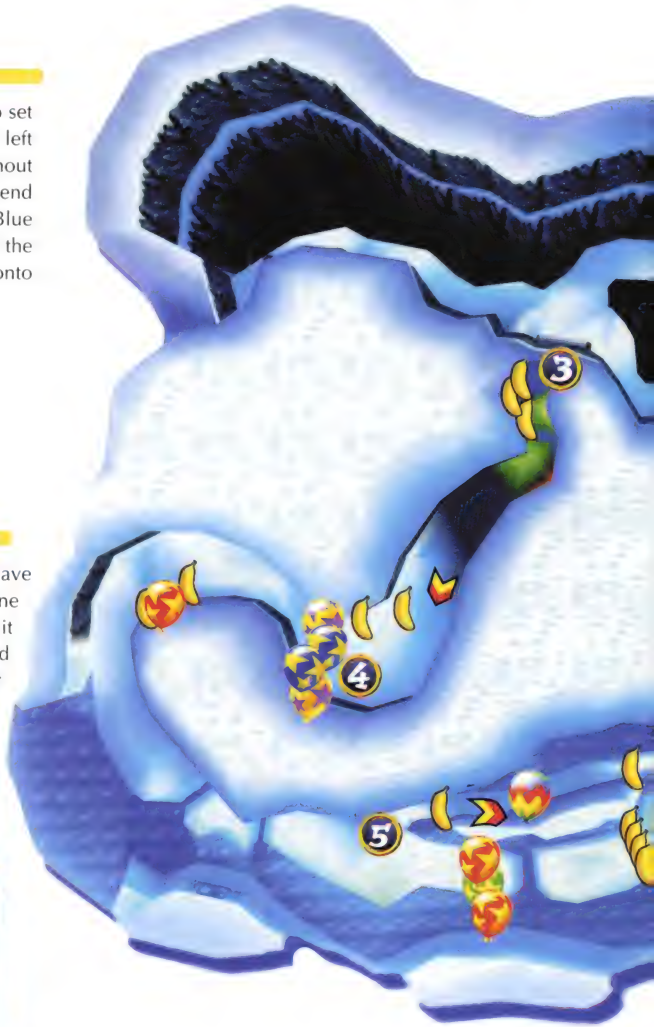
Meet T.T.—2:10.00 **Beat T.T.—2:06.30**

1 Banana Snag

Coming out of the loop, steer to the left side of the track to set yourself up for getting the bananas in the tunnel along the left wall. Power slide through the tunnel to get the bananas without losing speed, then, at the end of the tunnel, grab the Blue Balloon in the middle of the track before swinging onto the bridge.

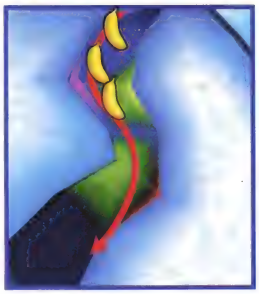
2 Double Trouble

It's tough to get both zippers on the bridge at first. You'll have to power slide onto the bridge from the tunnel in order to line your car up with the zipper on the right railing. Once you hit that zipper, aim toward the left railing to get the second zipper. Finally, power slide to the left after the second zipper to line yourself up for the third tunnel.



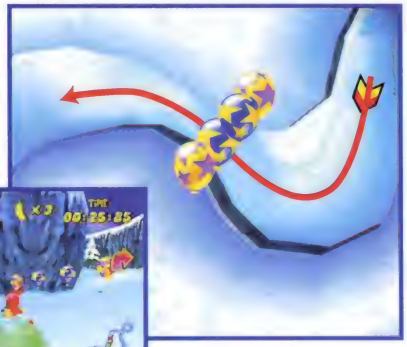
3 A Winding Tunnel

You can aim straight through the first two turns of this tunnel, but you must make a sharp cut to the left on the second turn in order to hit the zipper. Using Pipsy or TipTup will give you an advantage. If you do it right, you'll fly off the zipper and out of the tunnel. Immediately perform a power slide to the right.



4 The Twisted Canyon

The S-curves through the canyon can drain your speed. After leaving the tunnel, power slide through the first corner and grab a Blue Balloon in the middle of the line of balloons. Don't slide all the way to the wall. Stay on the inside of the curves and power slide to maintain speed.



5 The Short Circuit

The shortcut veers off to the left from the backstretch. It's a narrow path with a Rainbow Balloon and a zipper. Even if you go into the shortcut trailing, you can come out of it in the lead. The trick is to hit the zipper very straight so you don't touch the water on either side of the narrow trail.

The Loop

Just before the loop is a Blue Balloon. You'll be tempted to use it since the field will be crowded as you head into the loop, but wait. As soon as you reach the loop, all the cars will receive an automatic boost. If you use your blue boost before or during the loop, you'll waste some of its potential. Wait until you come out of the loop then boost into the tunnel.

Silver Coin Challenge

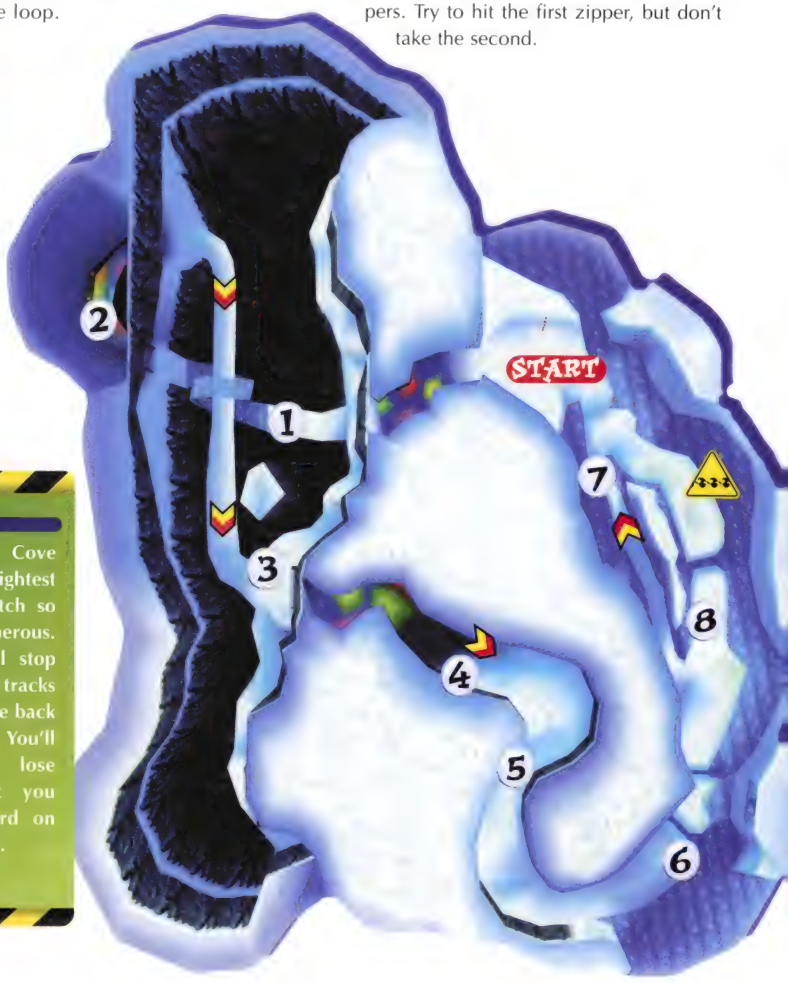
This course can douse your dreams if you don't master the shortcut and tricky zippers. Try to get all of the coins on the first lap except coin number eight. The shortcut at the end will help you make up the time you lose picking up the Silver Coin.

11

1 The first coin is in the center of the track before the loop. Pick up the Blue Balloon, then continue straight to the Silver Coin. After getting the coin, hold back your blue boost until you come out of the loop.

Grab the coin before the loop, but don't use your boost until later.

2 Inside the second tunnel, you'll find the second coin against the back wall. Power slide through it and the bananas beyond it. After the bananas, continue to power slide until you're headed onto the long bridge with two zippers. Try to hit the first zipper, but don't take the second.



Cold Touch

The icy waters of Walrus Cove will stop cars cold at the slightest touch. That's what makes the backstretch so dangerous and the shortcut so treacherous. If you touch the water, your car will stop dead in its tracks and bounce back onto land. You'll definitely lose time that you can't afford on this course.

Before the second tunnel, tucked into the left side of the track, you'll find the third Silver Coin. Normally, you'd speed past it after hitting the second zipper on the bridge, so don't take the second zipper. Instead, take the corner slow and tight so that you get the coin before entering the tunnel.

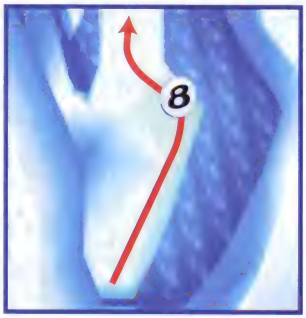
Near the end of the third tunnel, you'll find the next coin against the right wall. Power slide over to it and through it. You'll have to forego the use of the zipper on this lap, but you can still make up time at the shortcut ahead.

Smack in the middle of the canyon trail is the fifth Silver Coin. You can't miss seeing it, but you don't have to pick it up on the first lap since getting it won't cost you any speed. On the other hand, it doesn't hurt to grab it on the first lap.

Before you make the jump across the first narrow stretch of water, look to the right, near a tree, to spot the sixth coin. If you power slide through the coin, you should end up pointing across the watery gap, but if you end up aimed too far to the left, correct your course as you speed toward the water.

Take the shortcut to the left of the main path to grab the seventh coin. If you do this on the first lap, you should be able to make up lots of time. Even if you enter this part of the course as far back as sixth place, you could end up in a dead heat for first place as you head into the second lap.

On the final stretch of the second lap, pick up the eighth coin, which is on the water side of a tree. There's only a narrow space between the tree and water, so aim straight through the coin and don't try to slide through it. You'll miss the shortcut on this lap, but you can take it on the final lap to ensure your victory.

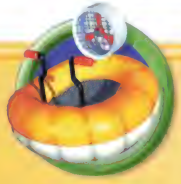


Tracks

By Land and by Sea

Cars and hovercraft do the job on Walrus Cove, but hovercraft actually speed across the frigid waters for a special shortcut. In multiplayer matches, skilled hovercraft drivers may have an advantage.

Whoo-hoo!



Whoa!

Oh no!

Northwest Passage

Using the hovercraft, drivers can slice off seconds by splashing through the cold waters of Walrus Cove to reach the finish line. If you have a boost (one which can be picked up in the twisted canyon) you can rocket across the water and take the lead.

Left of Left

The route to take in your hovercraft is to the left of the shortcut, which in turn is to the left of the main track. You can enter the water right after exiting the canyon. It's almost a straight shot to the finish line.

Snowball Valley

Snowmen Can't Jump

Snowball Valley is best known for the giant snowballs that roll down its length, flattening anything in their path. The race course through this winter thunderland breaks into two paths near the start then comes back together as you pass through the valley and several tunnels.

Meet T.T.—1:13.00 **Beat T.T.—1:06.41**

1 Choices

After a short straightaway off the starting line, the track branches to the left and right. The right track is the easier course, but the left track can be faster if you make it through the tunnel cleanly. If you go right, you'll pass several frozen lakes, lots of bananas and a Blue Balloon, then you'll drop off a high cliff into Snowball Valley. The narrow path between the frozen pools is a good place to drop oil or mines, particularly if you want to take the tunnel on the second and third laps. If you go left, you'll pass a Blue Balloon, enter a tunnel with a second Blue Balloon, then come out of the tunnel on the valley floor. On the first lap it's usually best to take the right branch and avoid the crowd in the tunnel.

A Snowball Fright

The giant snowballs will flatten you if they touch your car. Fortunately, they roll down predictable paths near the center of the valley. By keeping to either side, you can avoid getting squashed. If you pick up a shield in the arch that leads to Snowball Valley, activate it to protect yourself from a squishy situation.

2 Drop and Zip

Once you hit the valley floor, aim to the right near the base of a cliff where you'll find a zipper just around the corner. Head into the zipper lined up with the arch ahead of you. You should try to pick up a Blue Balloon on the far right or left of the archway. The boost is more valuable than the shield since it's easy to avoid the snowballs.

3 Bananas and Balloons

You'll find four bananas and two Blue Balloons for the taking in the midst of the rumbling snowballs. All are easy to get, but you don't want to try to pick up all of them on the same lap. If you got a shield when passing under the arch, grab a boost here and blast up to the igloo.

4 The Final Balloon

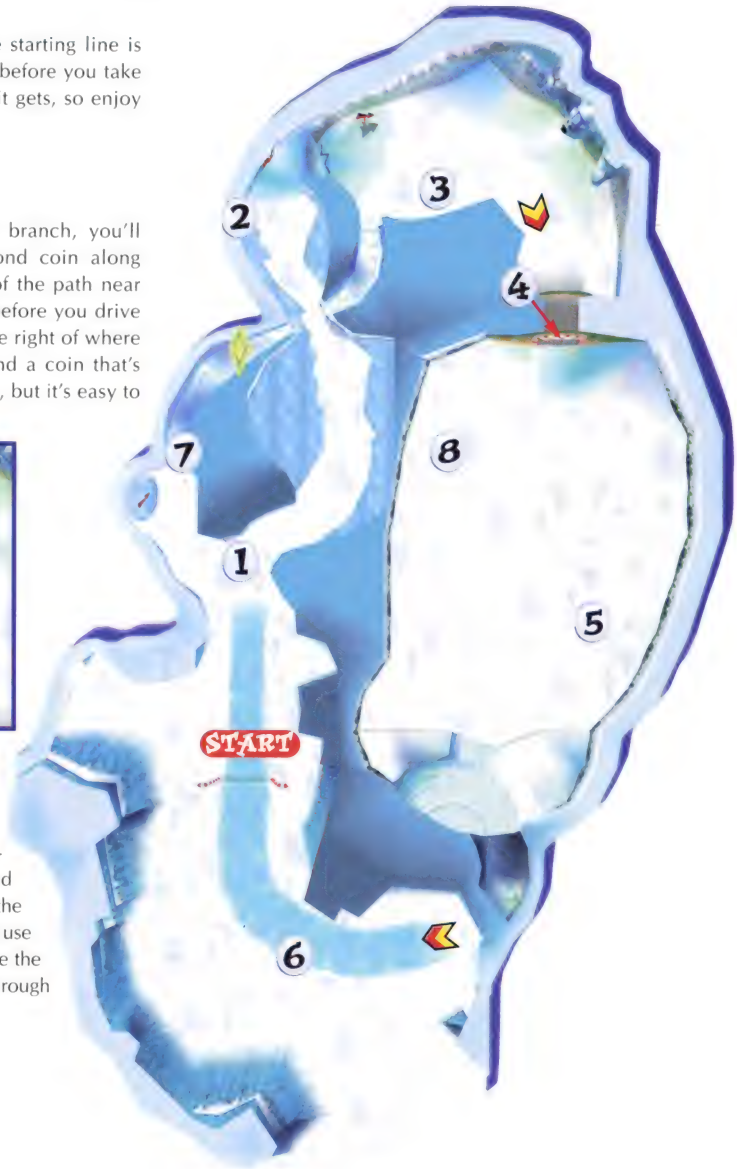
After the snowball run, you'll enter a curving tunnel with a zipper near the far end. Use the zipper to blast out through a row of balloons. You can pick up a Blue Balloon along the left side of the path ahead for a boost that will carry you across the finish line.

Power slide through the Blue Balloon before the finish line, then zoom home.

Silver Coin Challenge

As long as you remember to take both routes near the beginning, you'll come out of this challenge shining like a Gold Balloon—or a Silver Coin. The route that drops over the cliff is the fastest track, so take it on your first and third laps.

14



1 In the track straight ahead of the starting line is the first coin. You can pick it up before you take either branch. This is as easy as it gets, so enjoy the feeling. It won't last long.

2 **3** On the right branch, you'll find the second coin along the left side of the path near the water just before you drive over the cliff edge. At the foot of the cliff, to the right of where you land after driving over the cliff, you'll find a coin that's just out of position. It will slow you down a bit, but it's easy to pick up extra speed on this course.

4 Under the big arch you'll find the next coin. It's an easy grab. You should pass through the arch heading toward the left side of the track and the next Silver Coin. Since you'll be steering to the left, you should use the zipper before the arch and blast through at top speed.

5 Along the left side of the snowball express is another coin. Since this is the prime route for crossing this dangerous stretch anyway, the coin is located in the perfect position. If you have a shield, activate it for protection as you cross the valley.

6 On the left side of the track, a short distance from the finish line, is the last Silver Coin. It's very easy to grab. Power slide along the edge of the track to collect a Blue Balloon and the coin, then punch the boost to howl across the line to finish your first lap.

7 If you take the left branch of the road, you'll find the seventh coin just inside the tunnel near the starting line. Wait until you're in the lead on the second lap to pick this one up. On the first lap, the tunnel becomes crowded with racers and it's easy to get jostled and lose speed.

8 Also in the snowball express area, you'll find this coin on the right side of the course. It's placed close enough to the arch that reaching it can be difficult if you hit the zipper in front of the arch. On your second lap, avoid the zipper and pick up a Blue Balloon as you pass through the arch. You'll pick up another Blue Balloon, along with the Silver Coin, on the right side of the track.

Taj's Tip

Tunnel of Ice

During the Silver Coin Challenge, you must pass through the left branch tunnel at least once to pick up a coin. It's narrow inside the tunnel, which makes it a little bit too easy to rub the walls and lose speed. We recommend avoiding the tunnel on the first and third laps.

Tracks

Over the Edge

The car and hovercraft are both easy to use on this course. The hovercraft has a slight advantage along the right path after the start. Otherwise, cars have the edge..

Whoo-hoo!

Whoa!

Oh no!

Jump Start

Getting a good start is vital on this course, and the jump start is the best way to take the early lead. Depending on your position when you break off to the right path, choose droppers if you're leading or missiles if you're trailing.

Snow Shield

Your only protection against the rolling snowballs is the shield item. Pick up a Yellow Balloon beneath the arch and activate it if a snowball rolls toward you.

Frosty Village

Slog through the Fog

Frosty Village is the toughest of the Gold Balloon Challenge courses on Snowflake Mountain. It's long and the curves can be deceptive, especially in the foggy area beyond the first long tunnel. Any driver can do well on the course because there are few right-angle corners.

Meet T.T.—1:44.00 **Beat T.T.—1:39.40**

1 Banana Splits

Get a jump start off the line and take the inside or right side of the track into the short tunnel. You'll pick up three bananas right away. Ignore the tempting Blue Balloon and hit the zipper squarely.

2 Center Arch

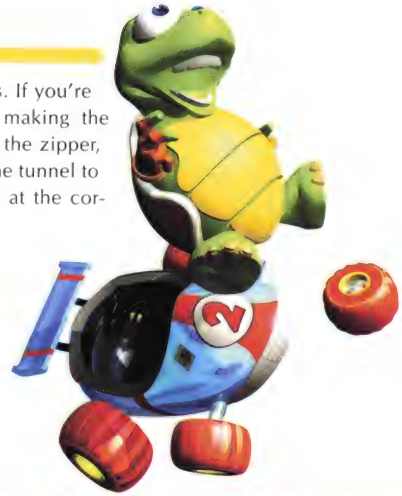
Drive straight across the zipper, aiming toward the middle arch of the aqueduct below. As soon as you pass cleanly beneath the stone arches, veer down the hill toward the tree on the right side near the entrance to the long tunnel.

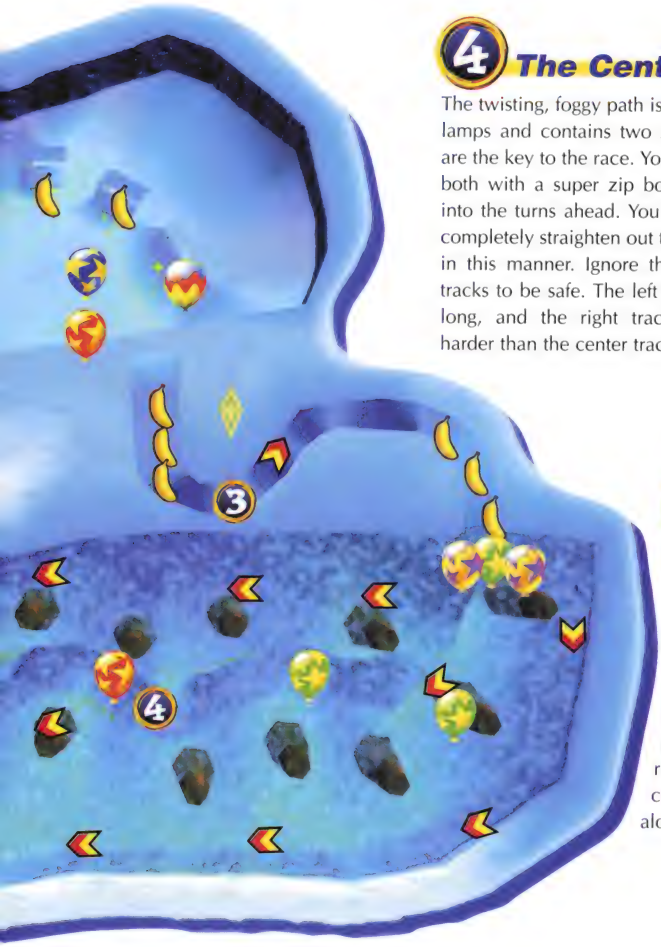
Terror in the Tunnel

Sometimes speed isn't the only way to take the lead. Grab the Red Balloon near the tree outside the tunnel entrance if you're in second place or farther behind. If you shoot the leader in the tunnel, he or she will probably hit the wall and never recover.

3 Tunnel Traffic

There's a zipper around the first corner that you don't want to miss. If you're using Pipsy or TipTup as your driver, you'll have no problem making the corner, but other characters tend to slide past it to the right. From the zipper, aim to the right side of the tunnel to get a few more bananas at the corner as you exit.



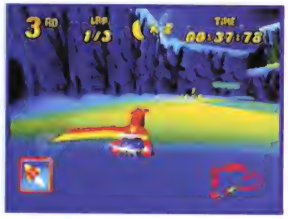


4 The Center Track

The twisting, foggy path is lit by street lamps and contains two zippers that are the key to the race. You should hit both with a super zip boost, aiming into the turns ahead. You can almost completely straighten out the S-curves in this manner. Ignore the two side tracks to be safe. The left track is too long, and the right track is much harder than the center track.

5 To Zip or Not To Zip

The tunnel after the foggy path is another critical point because computer controlled characters always hit the zipper coming out of the tunnel. You need to do the same. After entering the tunnel, don't steer toward the left wall like the other drivers. Instead, head straight across the chamber and hit the zipper as you turn back to the right. After the zipper, you can pick up some bananas along the lake shore.



Silver Coin Challenge

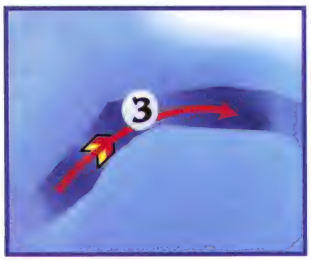
You can't collect all of the Silver Coins on a single lap, but none of the coins is in a truly difficult position. Take the longer route through the left side of the arch and along the village front on the first lap. Later laps will be faster.

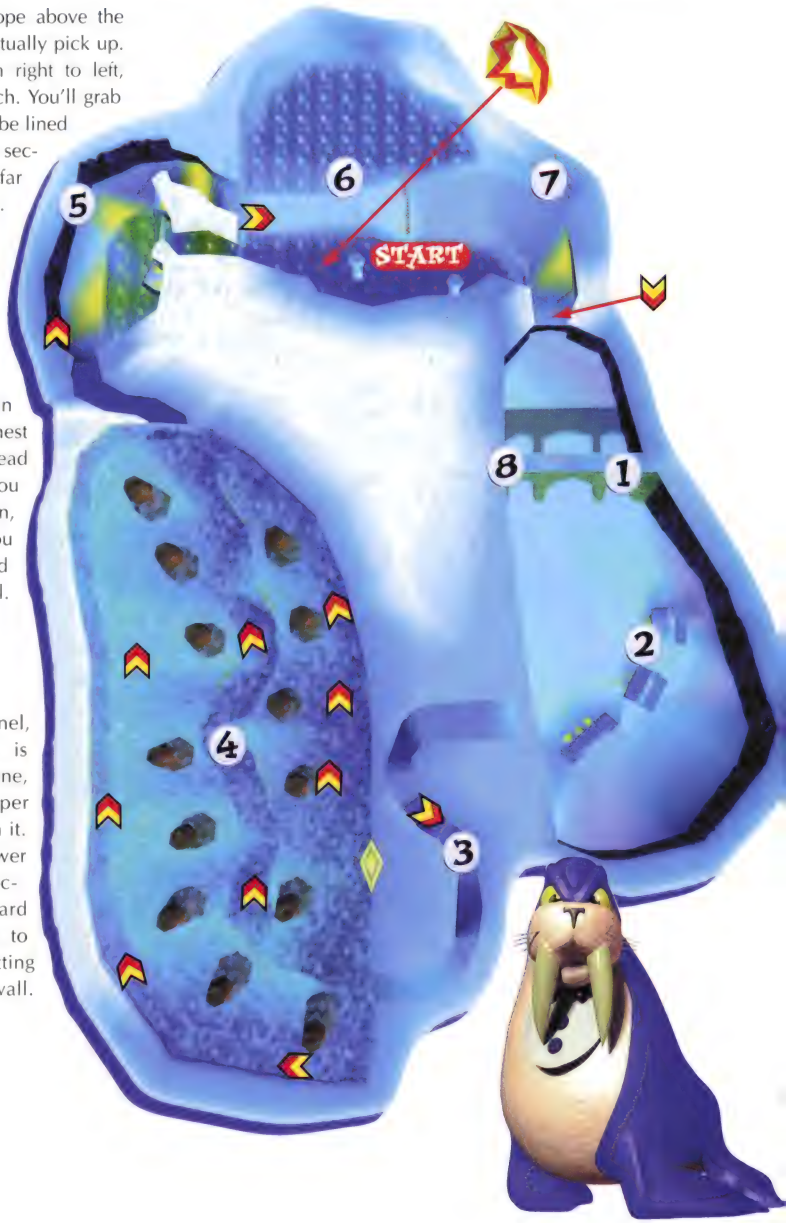
16

1 Under the left arch on the slope above the village is the first coin you'll actually pick up. Cross the zipper heading from right to left, aiming directly at the left side arch. You'll grab the coin and be lined up to get the second coin far down the hill.

2 You'll find the second coin between the two houses farthest to the left in the village. Head straight at the end house as you blast down the hill. When you see the coin, aim for it and begin a power slide before you get to it. You'll slide through the coin and end up headed toward the entrance to the tunnel.

3 Along the left wall in the tunnel, just beyond the first zipper, is the next coin. It's an easy one, since you just hit the zipper at the right angle and blaze straight through it. Once you're about to reach the coin, power slide facing toward the right to avoid hitting the left wall.





4

In the S-curves of the foggy, central track is another coin that's simple to collect. It's a little off the fastest line on the left side of the road, but you can power slide through the curve and the coin to keep up your speed. Then, you'll have to power slide back to the left around the following curve.

5

You'll find the fifth Silver Coin beyond the cave, along the left wall, before you pass beneath the arch. This coin takes you out of the fastest line, so you may want to get it on the second or third lap when you have a comfortable lead.

6

Along the shore, on the left side of the road before you reach the finish line, is the sixth coin. Since it's close to the water, you have to be careful that you don't go too far to the left. Just shave the edge of the coin and you'll still collect it, then continue straight down the left side toward coin number seven.

7

8

To the left of the starting line is the next coin. Once you've grabbed it at the beginning of the second lap, you'll be lined up better to cross the zipper heading toward the right arch and coin number eight. As you zip toward the arch, take care that you don't hit the arch or the tree and lose speed.

Tough Cut

Immediately after you exit the long tunnel, you'll be faced with three choices. If you take one of the tracks that branch to the right or left, you'll have to hit all of the zippers to make it worth your while. Although the right track is shorter than the central track, the road surface is slower.

Tracks

Legend of the Falls

You can use any of the three vehicles in multiplayer mode on this course, and each one has its advantages. The car and hovercraft have the most zippers. In fact, there are no air zippers at all. If you can skim and zip in the plane, you can still do okay.

Whoo-hoo!

Whoa!

Whoa!

Tight Spaces

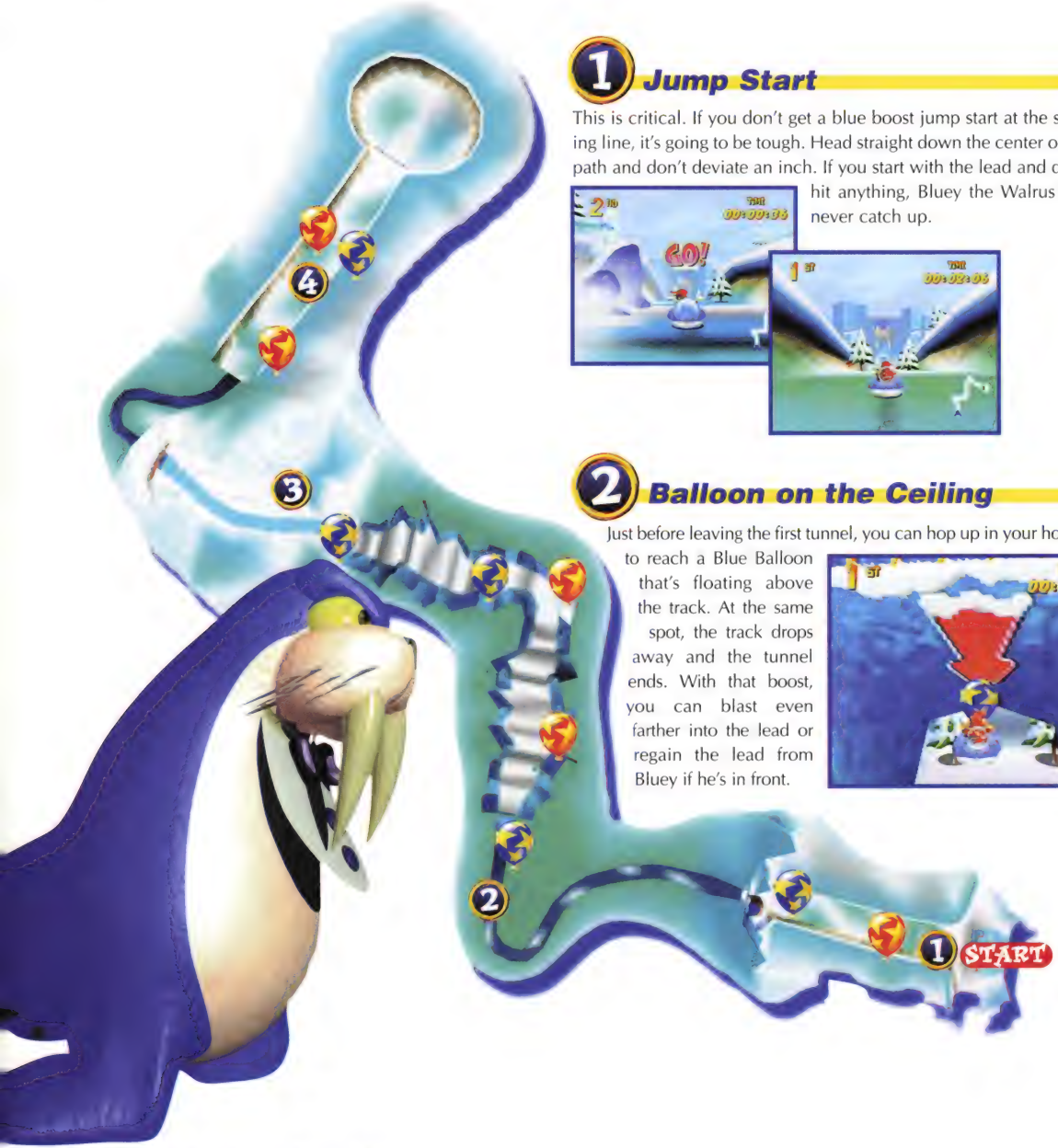
The tunnel makes for pretty hairy flying, particularly for big characters such as Banjo and Krunch. Light characters such as TipTup and Pipsy have the easiest time navigating planes through the tunnels, but even with them you'll have to bank sharply to pass through safely.

Damp Shortcut

If you're using the hovercraft, look for the waterfall on the right side of the lake after the cave. You can duck through a secret passage, collect a Rainbow Balloon, pass through a water zipper and make up a lot of lost time. You can also do this trick using the plane.

Bluey

The one rule to remember when you face Bluey the Walrus in the long slide down the mountain is to take the lead and keep it. If Bluey gets in front, you'll have few opportunities to pass him. The common wisdom is to use a heavy driver to avoid oversteering.



1 Jump Start

This is critical. If you don't get a blue boost jump start at the starting line, it's going to be tough. Head straight down the center of the path and don't deviate an inch. If you start with the lead and don't hit anything, Bluey the Walrus will never catch up.

2 Balloon on the Ceiling

Just before leaving the first tunnel, you can hop up in your hovercraft to reach a Blue Balloon that's floating above the track. At the same spot, the track drops away and the tunnel ends. With that boost, you can blast even farther into the lead or regain the lead from Bluey if he's in front.

3 Half Pipe

The narrow slide before the entrance to the candy cane tunnel is no place to pass Bluey, but if you are in front and you've picked up a Blue Balloon above, it's a good place to let loose and boost into the tunnel.

4 Final Boost

The last straight stretch bounces down a series of terraces where trees become obstacles. If you find you're behind at this point, pick up the Blue Balloon on the right, near the top of the slope, and use the boost to fly on by.

Bluey Rematch

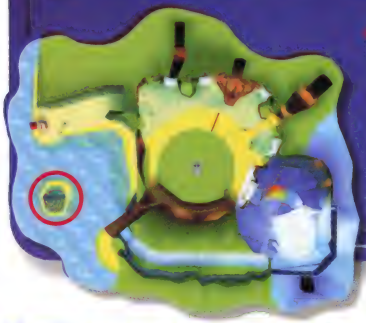
The only real difference between the first and second encounters with Bluey the Walrus is that, during the second race, you'll have to avoid being crushed by giant snowballs that roll across the race course. In the valley after the first tunnel, you'll be cruising along peacefully when suddenly the snowballs will appear. Stick to the middle of the course and make slight adjustments to avoid the hazards. This is one of the easiest of the second boss challenges.

T.T. Challenge

Icicle Pyramid

The icicle pyramid is one of the great bonuses in Diddy Kong Racing. Here, you and three other drivers will compete in a multilevel arena filled with missiles and shields. The best strategy is to get shields first and watch the score screen to see how the other characters are doing. You'll begin with eight bananas, which you'll lose as you're hit. Let the computer players wipe each other out before going on the offensive. This area also is a terrific multiplayer arena.

Sherbet Island



Anchors Aweigh

Sherbet Island is a water world of marine courses. While you won't always be in your hovercraft, you'll never be far from water. By land, sea or air, you'll encounter whales and pirate ships. You'll also run into Bubbler, an octopus who's eager to see that you get washed up. The area may look inviting, but Sherbet Island is no day at the beach.

To Reach the Beach

From Taj's meadow, drive, fly or hover through the tall archway where the two palm trees grow. Follow the beach to the lighthouse, then turn left and cruise through the water to the tiny island. Hardly a three-hour tour, your journey to Sherbet Island's front door will be the smoothest sailing that you'll come across for a long while. Behind the door, the seas will be far more treacherous but well worth their 10-balloon admission price.

Darkwater Beach

pg. 83

Bubbler Challenge

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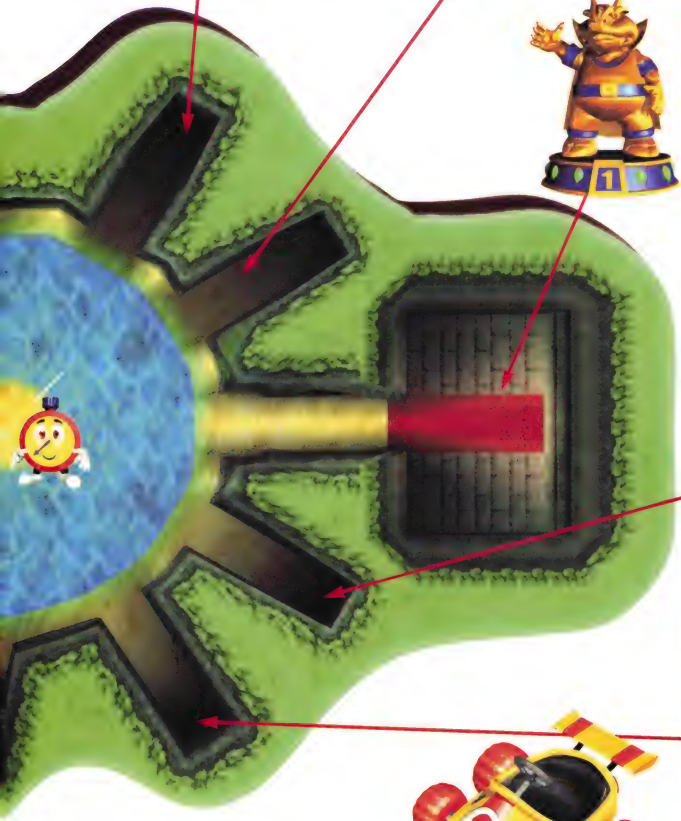
Crescent Island

pg. 70

Whale Bay

pg. 66

Trophy Race



Pirate Lagoon

pg. 74

Treasure Caves

pg. 78

Whale Bay

The Big Blue

The trade winds perpetually blow to the right, so beginners who want to avoid drifting off course should avoid using the lightweight drivers in Whale Bay and, instead, choose racers who have more blubber, such as Banjo, Bumper or Diddy.

Meet T.T.—1:19.00 **Beat T.T.—1:13.11**

1 Balloon Bounty

As you round the spit, skim the beach and head to the left of the palm tree. Between the tree and the coast is a line of five balloons, one of each variety. A Blue Balloon sits by the tree, so if you turn wide, you can make up lost ground with a boost.

2 Beachcombing

The waterway will curve sharply to the left just past the row of balloons. Once you speed by them, hop and then turn to the left while in midair—you'll hug the inside of the course, and you'll be aligned so that you can sail straight through the zipper that floats in the distance.

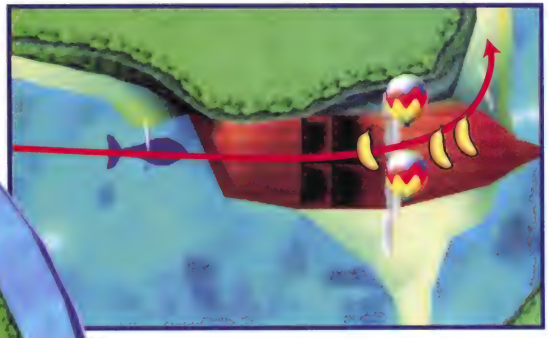
DETOUR Whale Watching

Tropical fish and starfish call this marine playground home, but the pair of whales that patrols these waters is what Whale Bay is really known for. One whale floats near the pirate ship, while a second swims around the starting line. The second may occasionally surface in front of you, but don't let stories of Pinocchio or Jonah frighten you. This whale is friendly, and it will let you sail right through him.

3 Thar She Blows

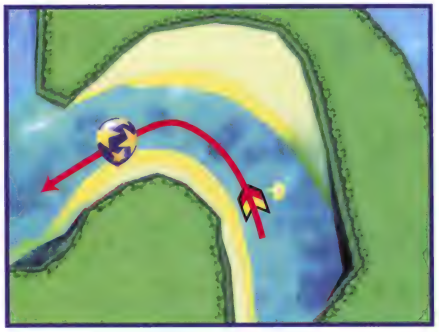
Racers can lose time by sailing around the beached pirate ship. Instead, head straight for the ship's stern. As you approach, the friendly whale will emerge and you'll be able to race up its back and onto the ship. After you detour to swab the deck with your hovercraft, hop off the boat and turn sharply left.

The whale will always surface when you approach the pirate ship. Drive up its back onto the ship's deck, then hop left off the boat to resume riding the waves.



4 Land Ho!

As soon as you enter the zipper by point 4, pivot left or else you'll rocket straight into the headland and beach your hovercraft. If you end up skimming closely by the left hairpin turn, you'll want to snag the Blue Balloon that hovers above the left shore.



Silver Coin Challenge

Sailors worth their sea salt will be able to complete their coin collections in one lap. Racers will have to go the long way to collect the coins, but once they've pocketed the change, they'll be able to shortcut their way through the remaining laps.

17

1

2

The first coin is visible from the starting line. Head straight for the coin, then quickly hop right to ride the zipper that's beyond it. If you gradually veer left after zipping, you'll be lined up to nab the second coin that sits to the left of the palm tree.

Fail to Scale the Whale

Speeding up the whale's back to shortcut across the pirate ship will help you win the race, but if you're as anxious as Ahab to meet up with the whale every time you spot it, you'll miss the sixth coin. It floats in the alcove to the right of the ship, so heed my advice and skip the shortcut until you collect the coin.

3 Gently turn left after passing the second coin to reach the third coin. A few racers will probably pass you on the inside as you turn wide for the coin, but you can easily make up the time since the racers will avoid using the whale's pirate-ship shortcut. Once the coin is yours, hop left to stay within the orange buoys so you can align yourself with the upcoming zipper.

4 5 It's smooth sailing to the fourth and fifth coins. The fourth one is inside the zipper, so race through it. If you zip straight ahead, you'll rocket directly into the fifth coin. After claiming the fifth coin, keep a steady course and head straight for the next zipper, which will jettison you to the sixth coin.

By keeping a straight and steady path, you can reach the fourth and fifth coins. Drive straight into the zipper and the fourth coin, then make a beeline to the fifth coin.

6 Bypass the pirate-ship shortcut and sail around the ship. Veer to the right toward the orange buoys to reach the zipper that is near the rocky cove. If you zip to the left, you should hover into the sixth coin.

7 Keep yourself centered in the waterway and race to the zipper that's to the left of the palm tree. The seventh coin conveniently sits inside the zipper, so head in. When you blaze out, steer your hovercraft to the left to skim the coastline.

8 If you skim the left coastline after exiting the zipper, you should be lined up with the eighth coin, which floats in the middle of the waterway just ahead of the finish line.

Tracks

Hovercrafts Ahoy!

The whales aren't fond of cars tearing up their beaches or noisy airplanes buzzing overhead, so they're allowing drivers to race in hovercrafts only.

Oh no!

Whoo-hoo!

Oh no!

Easy Riding

Whale Bay is a relatively easy course, so the tiniest mistake can cost you the lead. The easiest mistake to make is falling off the whale's back before you've made your way up to the pirate ship. The shortcut may save you time, but it can be a risky detour that you may want to avoid.

A Whale of a Blast

The best time to fire missiles is when your opponent is racing up the whale's back. If you can hit your target, the speedster will tumble off of the whale and get caught between it and the ship. Your opponent will not only come to an almost complete stop, but the driver will be stuck in a tight corner.

Crescent Island

Cruising Across the Crescent

Considering its shape, Crescent Island was aptly named. Racers should therefore expect a severe hairpin turns at both ends of the course. The island's zigzagging tunnels will be a power sliding nightmare, but at least the course has a few shortcuts.

Meet T.T.—1:39.00 **Beat T.T.—1:33.16**

1 Fork in the Road

Usually, if you take the inside road, you'll stay ahead. In this case, however, taking the outside track is the wiser bet, since it has a road zipper. When you reach the fork in the road, cruise down the left path. In addition to the zipper that you'll find down that route, you'll find a Rainbow Balloon that you can use against anyone who dares to cut you off.

2 Fire Zone

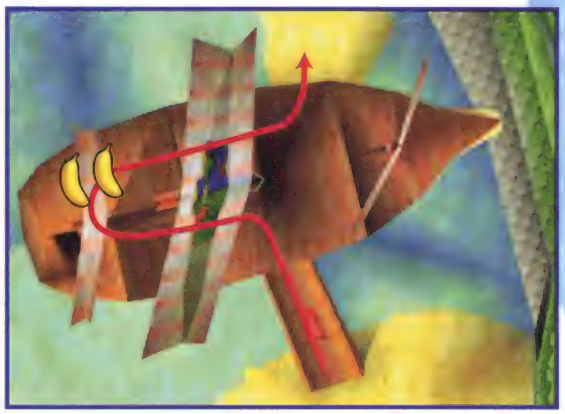
The course expands into a large, sandy clearing where racers can take the lead by blazing their own trails. Moreover, the wide open space is a prime spot for launching a homing missile, since the area gives your projectile enough room to freely zero in on its target. If you take the tunnel on the right at the first fork in the road, you can pick up a Red Balloon. You'll find a second Red Balloon to upgrade to a homing missile when you enter the clearing.

Grab the Red Balloon as you enter the clearing and fire away. There's plenty of room in the clearing, so you won't have to worry about your missile hitting a wall before it reaches your target.

3 Up the Gangplank

As you approach the top of the gangplank, power slide left to align yourself with the ship's cabin. At the entrance, the track will drop down suddenly and curve, so power slide to the right before you enter. When you spot the left-turn arrow painted on the ship's wall, power slide left to abandon the ship without a scratch.

Turn to the right before you launch into the ship's cabin so you'll land facing the correct direction.

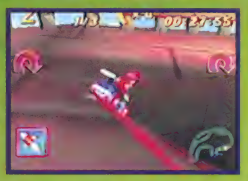


4 Cutting the Corner

With precision steering, you can cut the final corner of Crescent Island. Blast off the last tunnel's zipper, then power slide to the right and brake as soon as you exit the tunnel. If you're a racing ace, you can swerve into the inside path.

All Hands Below Deck

Skilled drivers may want to get the drop on the competition by dropping into the pirate ship's hull from a hole in the deck. Race up the ramp that's to the right of the tunnel. Once you reach the upper deck, brake, turn right and drop into the hole. When you land, you'll be facing the right direction to race through the hull.



Silver Coin Challenge

If you want to be a shining star on the moon-shaped course, you'll have to perfect your power slide. Since more than half of the coins are off the beaten path, power slide prowess will swiftly get you the coins and get you back in the race.

18

1 At the fork, take the right path to reach the coin that floats near the tunnel's right wall. Drive toward the coin, then power slide left to skid into the Silver Coin and away from the tunnel wall. As you exit the passage, quickly power slide right to hit the road zipper.

2 After launching off the zipper, speed toward the rocky cliff and palm trees to the right. Zip to the third palm tree, then power slide left as you approach the coin. When you have it, make a wide power slide to the right to reach the zipper that leads to the pirate ship.

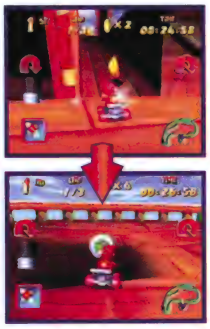
Zip toward the coin, then power slide left to avoid smashing into the wall.

The Road Less Traveled

The sixth Silver Coin is on the hidden pathway in Crescent Island's final turn. When you exit the tunnel, power slide right and then brake to reach the pathway that is just outside the cave's opening and to the right. This road less traveled will not only bring you a Silver Coin, my friend, but it will also save you much time.

3 Race toward the palm tree that grows next to the gangplank. The coin sits out of your way, near the tree to the left of the ramp. Drive straight toward the tree, then, as you approach the coin, power slide right to swerve into it. To get back on track, quickly swing left to steer out of your skid and up the gangplank.

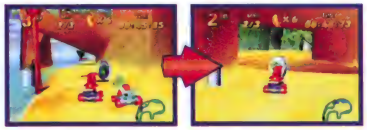
4 Drive up the ramp to the pirate ship's upper deck, then power slide to the right to drop into the hole in the floor. The Silver Coin floats in the middle of the hole, so power slide just as you reach the top of the ramp. If you power slide too soon or too late, you won't fall through the middle of the opening, and you'll miss the coin.



5 The fifth coin sits to the left of the tunnel entrance, so you'll have to go out of your way to reach it. If you power slide to the right as you exit the pirate ship, the back of your car will skid into the coin. Once it's yours, quickly veer left to enter the tunnel.

6 Rocket from the final zipper, then swerve to the right just as you exit the tunnel. If you tilt turn onto the roadway to the right of the small butte, you can enter the shortcut where you'll find the sixth Silver Coin.

7 **8** Collecting all of the coins will require at least two laps around Crescent Island. After you've picked up the first coin, use the speedier left route for the remaining laps. When you race down that road, you'll find the seventh coin directly in front of a zipper. If you zip along on a steady course, you'll hit the eighth coin where the two paths rejoin.



Follow the left road to the seventh coin. The zipper behind it will rocket you to the eighth coin.

Tracks

Through the Harbor

The car is fine, but the hovercraft is better since you can race in the water to avoid driving through the lengthy halls of the pirate ship.

Whoa!

Whoo-hoo!

Oh no!

Shield or Missiles

The wide open spaces where you find the second and third Silver Coins are the perfect places for taking potshots at drivers with your missiles. It's an easy place for you to get shot, too, so if you're in the lead, be sure to have a shield ready.

Hovercraft Detour

In the hovercraft, you can sail into the lead by turning left before reaching the pirate ship's gangplank. Float your craft through the harbor waters and steer past the pirate ship. When you reach the tunnel at the opposite shore, you'll be able to enter the passage before your opponents have made their way through the pirate ship.

Pirate Lagoon

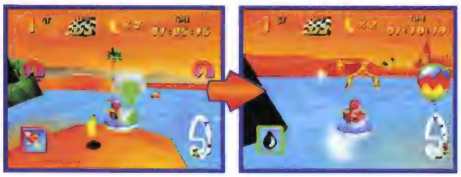
Avast, Ye Mateys!

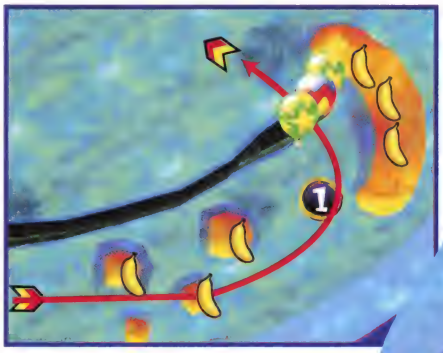
The rainsquall over Pirate Lagoon is finally drying up. Though the downpour is now just drizzling on the atoll, the waves are still swelling. With rough seas and twisting reefs, the race course will definitely be no pleasure cruise.

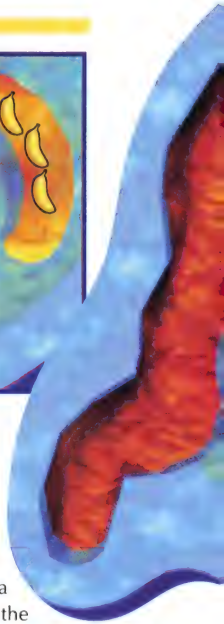
Meet T.T.—1:34.00 **Beat T.T.—1:28.56**

1 The Tides Are Turning

At the first turn, the tide will slow you down. Once you're able to maneuver so that you're facing the castle tunnel, head straight for it and you'll be able to regain your speed. Avoid taking the turn too wide or you'll wash up on the right shore. Instead, speed through the first zipper, veer gently to the right, then turn sharply left so you'll barely clip the end of the reef. At the end of your turn, you'll be in position to enter another zipper.

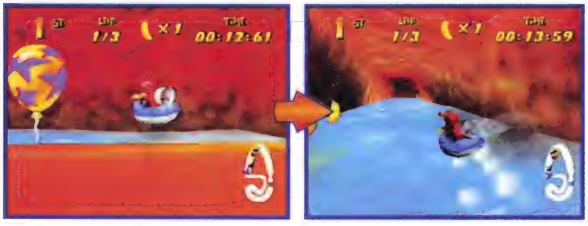






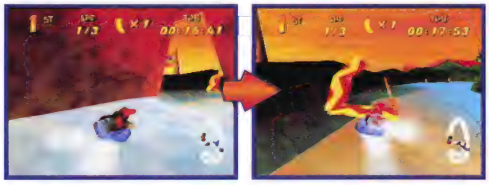
2 Hopping into the Tunnel

The castle's watery tunnel is perpendicular to its entrance, so as soon as you enter, you'll have to turn left. The water level is lower than the ramp that leads inside the tunnel, so hop and turn left while in midair. When you land, you'll already be facing the correct direction to race through the tunnel. If you managed to snag a Blue Balloon on your way in, you can use it to regain your speed after splashing down in the tunnel.



3 Quick Right

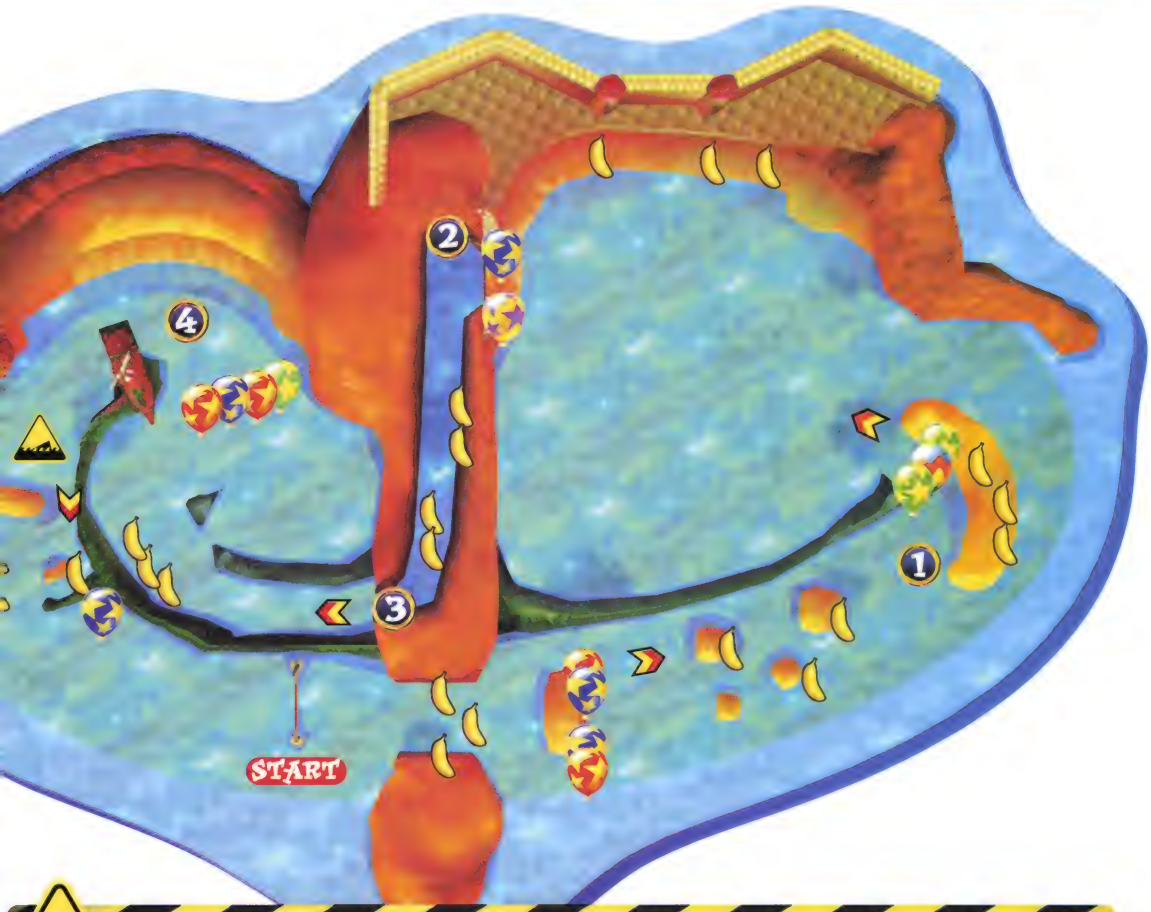
Just like entering the tunnel, exiting the tunnel will require you to make a 90-degree turn. When you approach the corner, hop to the right to leave the castle cavern. You should be able to speed straight into the water zipper just outside the tunnel exit. Get your zipper boost, then jet to the right to avoid skimming the reef on the left.



At the end of the tunnel, hop to the right to take the zipper. As you're boosting, veer right to steer clear of the reef.

4 Conquer the Current

The turn by the old pirate ship will have you treading against the tides, so you'll need to quickly make it around the bend before the crosscurrent slows you down. Hop left so you can cut the corner close to the reef's edge. Grab the nearby Blue Balloon, use its boost, then swerve sharply left to avoid the sea cliffs on your right.



Ramp Ahead

Why drive around something when you can jump over it? The final turn in Pirate Lagoon features a reef that juts out into the course. While other racers will drive around it, you can leap over it by entering the final zipper. Rocket to the ramp, then launch yourself over the reef. As you sail through the sky, you can grab the Blue Balloon that floats above the ocean shelf to give yourself an added boost.

Silver Coin Challenge

The rough waters and hard-to-reach coins in the lagoon can wipe out any lightweight racer, so novices should leave TipTup and Pipsy on shore. The surf's up in Pirate Lagoon, so the heavier the hoverer you use, the smoother your sailing will be.

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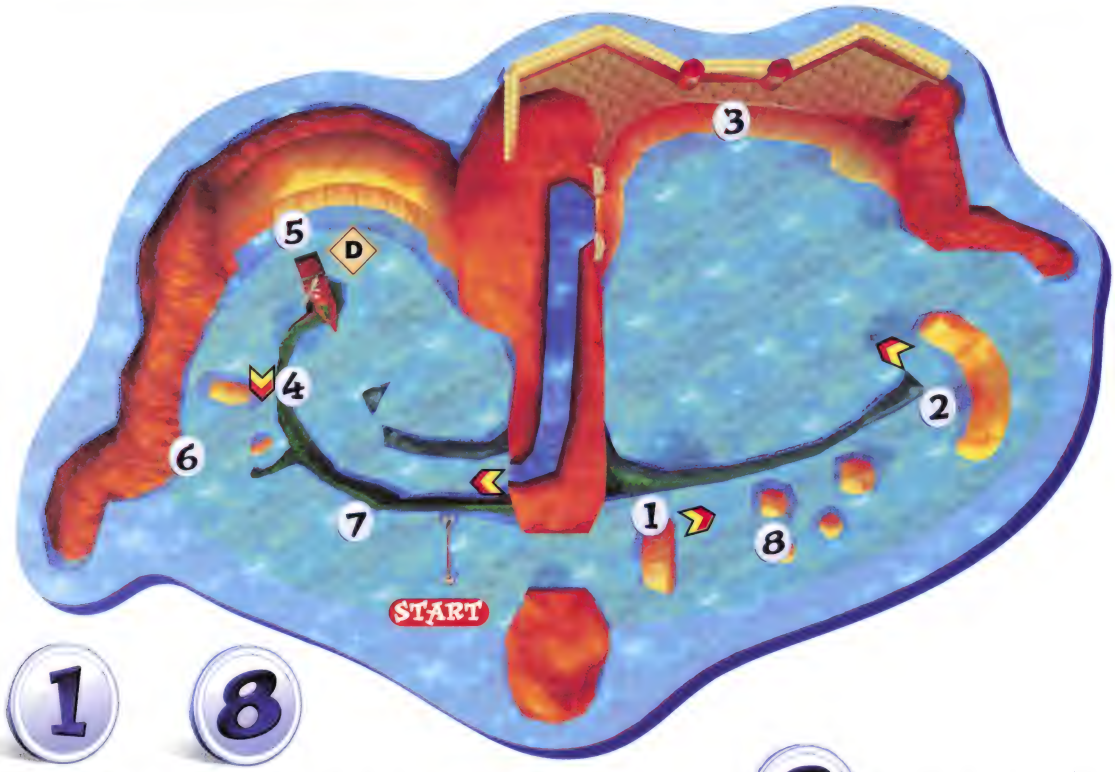
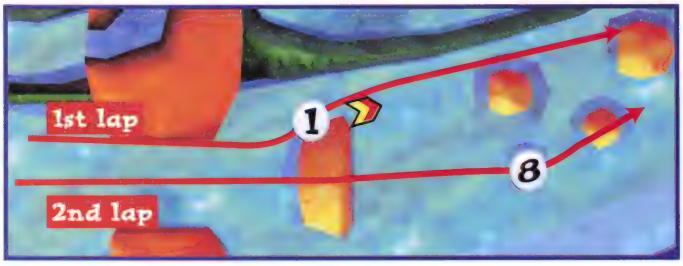


1 8

Though it appears that you can easily get both the first and eighth coins in one trip down the first stretch, collect each coin during separate laps. Island hopping from the first coin to the eighth coin can slow you down. It's much easier if, in one lap, you blaze through the first coin to the zipper, and then return in another lap to drive straight through the islets, collecting a resident Blue Balloon to boost to the eighth coin.



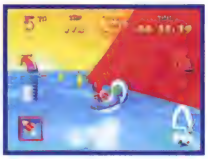
2

You'll find the second coin washed up near the sandbar at the lagoon's first corner. To claim it, swing out wide as you make your left turn. If you don't quite reach the coin, keep hopping sideways until you can maneuver your hovercraft to it.

3 The third coin is landlocked on the right shore in front of the castle. The hovercraft is at its fastest when it's in the water, so sail straight to the coin, then quickly hop off the shore and back into the water.

4 As soon as you dart through the zipper at the end of the castle's tunnel, pivot to the right. If you quickly straighten out while you are blasting off, you should hurtle directly to the coin and barely miss the reef on your left.

5 You'll have to swing out wide and to the right to reach the fifth coin. It's near the shore, where the shallow waters are calmer, so collect the Blue Balloon before rounding the bend, then use it to boost your way back into the deep end.

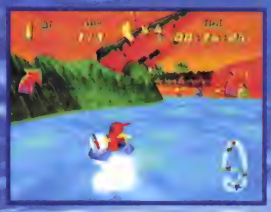


6 Rather than taking the ramp shortcut to launch over the reef, skim along the waterway near the right bank. When you reach the sixth Silver Coin, immediately hop, then pivot left to clear the lagoon's final turn.

DETOUR

Ship Ahoy!

When it's high tide, the sea floods over the reefs and sandbars. Water surrounds the castle so that it appears as if it is floating on the ocean. Pirates looking to plunder the castle must have tried to sail to it when the water was high, because their ship is now skewered on the reef. If you hover in for a closer look, you can spot the titanic-sized hole in the bottom of the ship.



7 The seventh coin sits by the left reef at the race's final stretch. The coin will be harder to reach if you've just landed after taking the ramp shortcut, so zero in on the coin after you nab the sixth coin. When you round the final corner, head directly for the seventh coin, then hop to the right to head through the finish line.

Drive straight to the seventh coin, then quickly hop to the right to finish the lap.

Tracks

Heavyweight Hovering

With Pirate Lagoon's narrow tunnel and low ceilings, the entirely waterlogged race track is suitable for only the hovercraft.

Oh no!

Whoo-hoo!

Oh no!

Plant Your Droppers

The narrow entrance of the tunnel is the best place to leave your oil slicks, mines and bubbles. Drop your droppers on the entrance ramp or inside the tunnel. Since all racers must travel through the tight passageway, you're bound to cause someone to wipe out.

Bump Them off the Jump

Launching off the ramp can save valuable time, but a poorly aimed leap can delay and trap a racer by the barrier. Save your missiles for speed demons who choose to make the leap. If your firepower hits them while they're on the ramp, they'll take a time-consuming spill that will stall them by the reef.

Treasure Caves

Keep Your Wheels Dry

Your seaside drive through Treasure Caves will be a smooth ride. The course curves gently, so drivers won't have to power slide. If there is a tricky spot in the track, it's navigating across the cave road without rolling into the murky water.

16

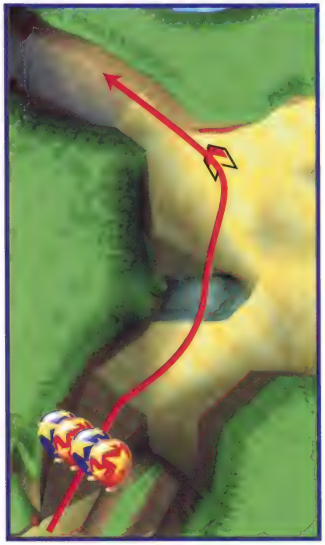
Meet T.T.—1:10.00 **Beat T.T.—1:05.63**

1 From the Start

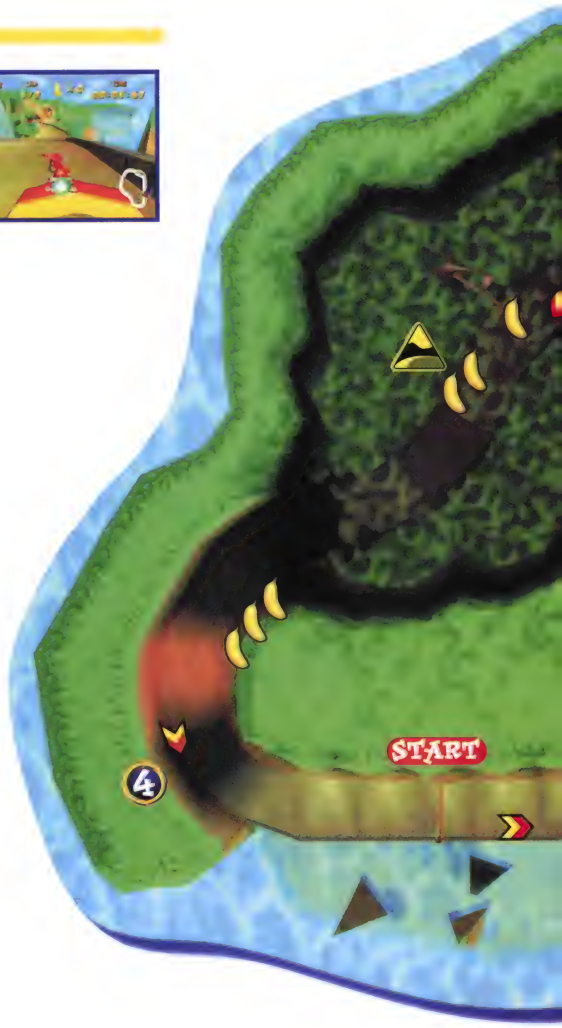
Plan your trip according to where you start the race. If you start on the left side of the course, hug the left edge of the road to collect the trio of bananas. If you start on the right side of the course, hug the right edge of the road to cruise over the zipper.

2 Boost to the Zipper

At the first bunch of balloons, drive through the second Blue Balloon from the right. Immediately use your boost to jet straight over the drop-off. If you power slide left as you land, you can skid onto the road zipper and into the cave.



Grab the right Blue Balloon and use it to boost yourself to the zipper at the mouth of the cave.



3 Banana Picking

Drive along the right edge of the road, but be careful not to drive into the water or you'll slow down. Stock up on the bananas on the right shoulder, then quickly swerve to the left to reach the road zipper. When you run over it, be sure that you've straightened your wheels so that you'll zip on the road and not into the lagoon.

Marooned in the Lagoon

The shallow lagoon in the cave tripped up a pair of rickety pirate ships, and the slime pool can do the same to you if you enter its waters. When you drive into the green water with all four wheels, you'll lose speed as your tires spin in the muck. The easiest way to accidentally take a dip in the lagoon is to run over the zipper when you're aimed away from the road. Keep in mind that, after the zipper, the road will snake slightly to the left and then right.

4 Slide & Zip

The final zipper will shoot you to the finish line. Speed toward the zipper, then power slide left as you run over it. Let go of the R Button, but keep holding the Control Stick to the left as you zip so you can charge around the final corner without collision.

Swing to the left before you run over the zipper, and keep veering left when it launches you to the finish line.

Silver Coin Challenge

Though racers won't find any treasure buried in the course, they will find that Treasure Caves is rich with a wealth of wide turns. The track is easy to navigate and the coins are easy to capture, so any landlubber will be able to plunder without problem.

22

1

If you start the race on the left side of the road, you can easily claim the first coin. However, if you start on the right side, you'll have to drive in front of other racers to trek to the left shoulder. Go for the coin if you start near the left shoulder; otherwise, save it for another lap.

2 3

Instead of boosting past the downhill slope, drive down the hill. As you approach the coin, power slide to the left so that your rear bumper swings into the coin near the palm trees on the right. Straighten out, drive under the stone arch, then power slide left to swing into the coin by the zipper. If you hit the zipper while you're trying to collect the third coin, you might hurtle into the side walls, so play it safe by steering clear of it.

Examine Your Zipper

In general, it's a good idea to use more zippers than you'll see on a Michael Jackson outfit. Treasure Caves, however, is one exception where you shouldn't try to use every zipper in the course. If you choose to pilot the airplane in the race, you'll glide by two air zippers inside the cave. One zipper will be near the road, while the other will be near the pirate ship on the far right. Rather than flying out of your way to enter both zippers, use the one that's closer to your flight path.

4 The zipper can launch you straight into the fourth coin, but if you zip straight through the coin, you'll take a dive into the water. Avoid getting bogged down in the murky sludge by power sliding to the right immediately before reaching the coin.

5 After picking up the fourth coin, quickly straighten your wheels and race to the fifth coin. Power slide to the right to swing into the coin, then swiftly turn left to exit the cave.

6 Drive along the right edge of the road and run over the zipper that's just past the starting line. Zip along the shoulder until you reach the sixth coin. Once you collect it, swing out to the left to enter the tunnel.

7 After you've collected the fourth and fifth coins on the left side of the cave road, take another trip around the track to collect the seventh and eighth coins that are on the right side of the road. Avoid using the zipper this time around, since it can send you into the water. Instead, just travel along the right edge of the path to claim the seventh coin.

8 Keep rolling near the right side of the road to pick up the last coin. If you power slide into the eighth coin, you might skid into the lagoon, so gently turn instead.

Tracks

Don't Get Bogged Down

Even though the hovercraft won't lose speed in the lagoon, the car and airplane are the superior vehicles for exploring Treasure Caves.

Whoo-hoo!

Whoa!

Whoo-hoo!

For Airplanes Only

When you start the race fly to the right side of the road toward the jagged peaks. Enter the air zipper to rocket into the high mountainside tunnel that only airplanes can enter. Pilots who fly in can jet through a line of bananas inside the tunnel and another zipper at the exit.

The Water's Fine

If you have trouble staying on the road while driving in the car, you may want to use the hovercraft instead. In the hover, you'll keep your momentum even if you drive off the road and into the water. However, the road will still be the shortest path across the lagoon.

Bubbler

Bubbler is the king of the sea. The octopus has eight arms to hold you with and an arsenal of mines to lay in your path. Rival him with Banjo, who's one of the easiest racers to handle in water.

1 A Late Start

If you go for the jump start at the beginning of the race, Bubbler will be swimming right on your tail and dropping his mines right on top of you. To better anticipate where he'll lay his mines, start out slower. Hit the A Button sooner than you would when trying to get a jump start. Instead of blue flames rocketing you forward, red flames will fire up. The slower start will keep you close enough to Bubbler so that you can keep an eye on where he plants his mines.

2 Coastal Cruising

Try to cling as closely as you can to the inside of the track. Bubbler knows that's where you'll drive, so he'll cleverly leave a few mines in your path in the hopes of blowing you off course. Burst Bubbler's bubble by hovering left onto the shore to dodge his mines.

3 Missiles for the Mollusk

Blue Balloons may be able to help you pick up speed, but they're too far out of the way to make much of a difference. Instead, load up on Red Balloons so you can shoot Bubbler with missiles. Try to collect the Red Balloon inside the tunnel and the ones that float above the islets near the finish line. Use the straightaway to take your shot at the octopus, since the area will give you plenty of room to maneuver behind Bubbler to target him.

4 Missile Pack Pow!

Bubbler may be an octopus, but he can be as slippery as an eel. He's fast and elusive, and he's difficult to target. If you're not a sharpshooter, save your first missile for a homing missile or missile pack upgrade, then fire away! When you blast Bubbler, he'll temporarily stop. Once you pass him, you should be able to keep your lead if you stay on the inside track.

Bubbler Rematch

The second time Bubbler challenges you, he'll leave behind bubbles instead of mines. You can follow the same plan of attack that you used during your first matchup against the octopus; however, you might want to avoid going for the Red Balloon inside the tunnel. Bubbler doesn't want to get shot at again, so this time he'll leave a bubble right next to the tunnel's Red Balloon. If you ride along the left shore in the cave, you can pick up the balloon, but you'll have a good chance of sliding into the bubble. Stick with stocking up on the Red Balloons at the final stretch to blow Bubbler out of the water.

T.T. Challenge

Darkwater Beach

Ominous waters that violently undulate beneath the full moon serve as the playground for the Darkwater Beach battle royal. In your hovercraft, you'll battle against three other racers. The competitors will use droppers and missiles to deplete one another's supply of eight bananas. Coming into contact with a dropper or a shield will cost you two bananas, so in this game, it's four strikes and you're out. Other than hiding and slyly navigating, your only defense will be the shields that you can get from the Yellow Balloons. If you're close to the point of crying out, "Yes, I have no bananas," seek refuge beneath the tunnels. Not only are they good hiding spots, but one tunnel conceals the course's only Yellow Balloon. If, on the other hand, the game is going in your favor, take to high ground atop a tunnel. From your perch, you'll have a clear view of the arena, and you'll have a Red Balloon by your side.

Dragon Forest

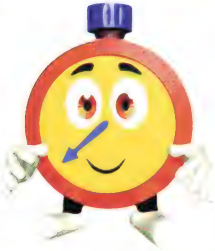
Woodland Waltz

The mysterious Dragon Forest contains castles, dark forests, valleys and lots of challenges on the road, in the air, and even in the white water of Boulder Canyon. A middleweight character such as Bumper might have the advantage overall.

The Hidden World

The dragon's world is hidden away from prying eyes behind a waterfall. Once you have 16 Gold Balloons, head toward Wizpig Rock in the meadow area of Timber's Island. To the left of the giant rock you'll see two waterfalls. The waterfall farthest from the rock has a tunnel behind it that leads to the Dragon Forest. You can drive to it using any vehicle.

Smokey Castle



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Smokey Challenge

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Haunted Woods

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Windmill Plains

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Trophy Race

Greenwood Village

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Boulder Canyon

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Windmill Plains

Windmills and Planes

This aerial course passes through green valleys with giant windmills. You'll plunge through tunnels as well as the windmills themselves. Small, maneuverable drivers like Pipsy are good choices for the plains.

16

Meet T.T.—2:22.00 Beat T.T.—2:13.13

1 Grounded Zippers

You can touch down briefly on the zippers beneath the windmills to get an extra zip boost. It's tricky because you have such a narrow space to maneuver, but you can gain extra boosts and make up for lost time. Approach the zipper at almost ground level and actually touch down before entering the windmill.

2 Zip the Flight Fantastic

After passing through the arch into the waterfall area, ignore the path and veer to the left. Shave the corner and head into the zipper at an angle. The zipper will straighten out your course and fling you forward into the canyon area. It may not seem like much of a shortcut, but the savings in time will be impressive.

3 Hang a Right

The final tunnel turns sharply to the right just before you exit. Even with TipTup or Pipsy at the controls, you'll barely be able to make the corner without banking sharply. This is a good place to shoot down other racers, since they'll crash into the walls.

Double Boost

To turn in the best time, you need to use every trick in the book. In this area, you'll notice an air zipper followed by a land zipper just beyond it under the windmill. It's not easy to do this, but you can hit both of these zippers for a double boost. Aim low into the air zipper and push your plane's nose down before entering the windmill. If you touch the ground, your plane will get the extra boost.

4 First Zip

Just to the left of the starting line is a windmill with a zipper underneath it. You don't want to go out of your way on the first lap, but after that, you can fly beneath the windmill to get the boost and a Rainbow Balloon. Alternately, you can ignore the windmill to go straight and get the Blue Balloon, then boost under the second windmill and hit that zipper.

Fly in from the left of the starting line and touch ground beneath the windmill to pick up the extra boost from the zipper.

Silver Coin Challenge

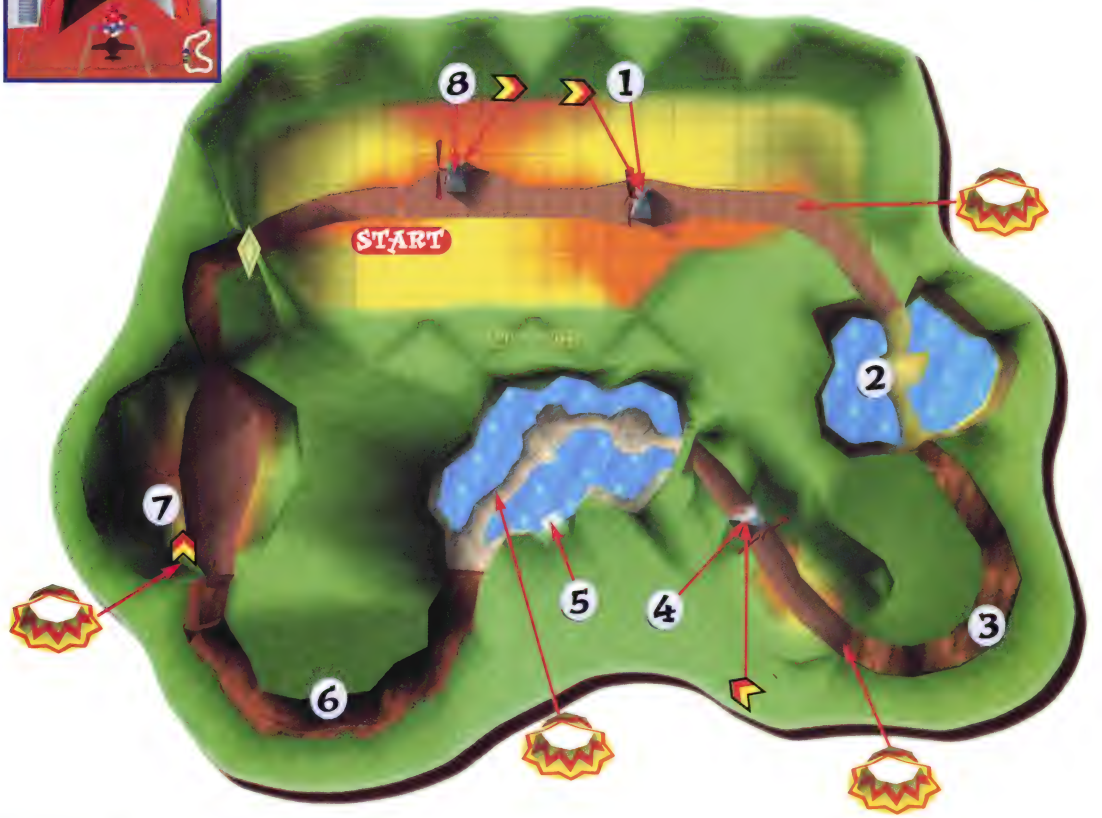
When searching for silver coins in Windmill Plains, look everywhere, even under the windmills and waterfalls. You'll have to make several small, but significant side trips to collect all the coins. Get them out of the way on the first two laps.

23

1 The first coin is beneath the windmill straight in front of the starting line. Pick up the Blue Balloon and boost into the hole. If you touch the ground under the windmill, you'll also get a zipper boost along with the first Silver Coin. Definitely pick this one up on the first lap.

2 Low to the path, and in the center of the little valley, you'll find the second Silver Coin. This is an easy one to grab, although it's not along the fastest line through the valley. Still, if you pick it up on the first lap, you can concentrate on speed on the next two laps.

3 At the left side of the first tunnel is the third coin, but you're going to lose time reaching it. Fly straight toward the coin, but just before you reach it, bank sharply and aim straight out of the tunnel along the right side. You'll get the coin and pick up some of the time you lost in the wide corner.



The fourth coin is spinning peacefully underneath the windmill in this small valley. Since you want to hit the zipper here anyway, you won't have to take a detour to get this coin. You can also hit the zipper for an extra boost.

This is the trickiest of the coins because it's partially concealed in the mist of the waterfall. Veer to the left when you enter this valley and head for the section of waterfall. Skim along the edge of the water to get the coin, then break toward the canyon opening to the right.

The sixth coin is easy to get as long as you're prepared for it. When you enter the canyon, stay close to the right wall and remain about midway up the canyon wall. That's where you'll find the Silver Coin. You may forfeit picking up the Blue Balloon that's lower down, but you can pick up speed on the second lap.

Taj's Tip

Drop a Present

Selecting the ideal location to unload your droppers can be crucial in any DKR race. In Windmill Plains, one great place to leave your calling card is in the tunnel just beyond the right-angle corner at the end. Opponents won't have time to steer around it to escape.

You'll have to work a little to pick up this seventh coin without losing speed. The coin is beyond the zipper and to the left. Since air zippers tend to straighten out your flight path, it can be difficult to reach the coin by passing through the zipper. If you pass the zipper on the left side, you'll lose some time, but you'll get the coin.

The final coin is underneath the windmill to the left of the starting line. You have to wait until the beginning of the second lap, or even the third lap, to pick it up. If you hit the zipper under the windmill, you won't lose any time.

Tracks

Warning in the Tunnels

This course definitely has an airplane and hovercraft bias. Either vehicle can do the job, but the plane is best at cutting corners and hitting multiple zippers.

Uh-oh!

Whoa!

Whoo-hoo!

Take Some Air

Even if you're using the hovercraft in a multiplayer game, you can make use of the air zipper at the end of the first area. Just before you reach the air zipper, hit the R Button to make your hovercraft hop up into the air. The zipper is so low that you'll reach it and get a boost.

Hover Shortcut

The hovercraft has a special advantage in this area. Since you can zip over water, you can cut across the lake at the base of the waterfall and save some time. Of course, planes have the same advantage, but cars don't. Winning on the this course in a car can be difficult.

Greenwood Village

Into the Wishing Well

This is a great course, full of surprises and challenges. The sharp turns near the end will be difficult for any character. Even TipTup and Pipsy may have to hit the brakes or smack into a wall.

Meet T.T.—1:46.00 **Beat T.T.—1:40.61**

1 Zip into Town

You don't want to miss the first zipper on this course. Around the sharp bend after the start, you'll find a zipper along the left side of the road. Use a power slide to navigate the corner and line yourself up for the zipper.

2 Rough Road Ahead

The back road through the woods could use a road grader to level this stretch out. The bumps are so bad that you won't be able to fire regular missiles and have them hit anything. Homing missiles will still be effective.

Well Deserved

The well in the center of the village square holds a secret. If you drive into it, you'll land in a tunnel that opens onto the backstretch of the course in the woods. Zip straight toward the well, then turn to the right and power slide through the wall of the well. Two bananas and a zipper wait for you below.

3 Power Corners

The sharply angled turns that you'll come to as you blast back into the village area near the starting line are some of the toughest curves in the game. Use the power slide, and begin each slide well before the actual turn or you'll never make it. Pipsy and TipTup have a great advantage in this area. If you can hit the zipper in the midst of these turns, you'll cruise past the competition.

Begin your power slide well before the actual turn so your car will be facing to the left as you slide around the corner.

4 A Tight Turn

The tendency in this final corner is to take the right-angle turn wide, but if you do, you'll miss the zipper. The trick is to maintain a power slide long enough to line up your car with the zipper when you come out of the slide. Use a back-and-forth motion to keep your car sliding forward while pointed to the left.

Silver Coin Challenge

Prepare yourself for one of the great challenges on Timber's Island. The Greenwood Village Silver Coin Challenge is for pros. On the first lap, try to get the second and third coins so you can take the well shortcut on the final two laps.

24

1 To the left of the village well, tucked away where you don't even see it, is the first coin. Bypass the zipper and steer toward the left side of the roundabout. When you see the Silver Coin, begin a power slide pointing back to the right so you'll line yourself up for coin number two.

The Low Road

You can't use the shortcut down in the well on every lap. If you do, you'll miss the second and third coins on the upper route. Once you pick up those coins on the first lap, though, you'll be in a position to use the well shortcut on the final two laps and regain a lot of lost time.

2

The second coin is located inconveniently on the right side of the road just beyond the village square. Your power slide to get the first coin should leave you pointing across the square in front of the well. That's perfect. Go straight and get the coin. Expect to lose ground no matter how fast you are.

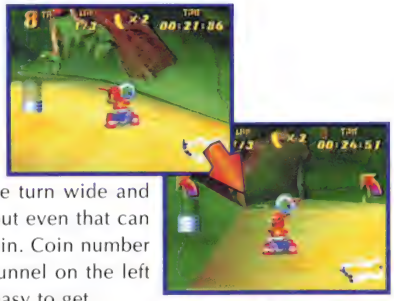
3

The third coin is along the left wall in the first long tunnel. Just before the coin is a sharp corner that tends to carry drivers to the far right wall. You'll have to power slide along the wall if you want to cut down the angle without losing a ton of speed. Try to grab the bananas just beyond the coin, too.

4

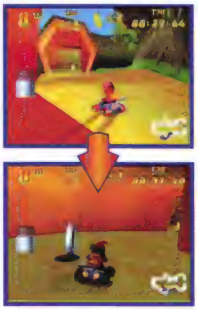
5

The fourth coin is easy to get, but it's located on the right side of the track on a left-hand turn. The result is that you have to take the turn wide and lose time. You can power slide, but even that can be a bit tricky on the bumpy terrain. Coin number five is just in front of the forest tunnel on the left side. It's one of the few that are easy to get.



6

This is where things get brutal. The side tunnel contains Silver Coin number six, and it's going to slow you down. The entrance is just beyond the forest tunnel exit and the zipper. Don't use the zipper. Take the detour, power sliding through the short tunnel. You'll bypass coin eight completely and you'll lose time, guaranteed.



7

You're going to have to power slide through this sharp corner anyhow, so you might as well slide through Silver Coin number seven while you're at it. This is the final coin on the first lap, so you should have only number eight to pick up on lap two.

8

On your second lap, grab this coin at the right-side entrance to the second (or orange colored) tunnel. It's easy to get, and it's in plain sight so you won't forget about it, unlike coins one and six. Now go for it and use the well shortcut.

Tracks

Drop in and Play

If you want to win, select the car for this course. If you and your opponents want to add extra challenge, though, you can all choose the hovercraft.

Whoo-hoo!

Whoa!

Oh no!

Magnetism

The magnet in the Rainbow Balloon in the forest area can be a great boon in helping you catch up to the leader. Zippers and Blue Balloon boosts are limited on this stretch, so the magnet offers another way to move ahead.

Corner Commotion

If you have oil, a mine or a bubble dropper, plant it in the middle of the sharp corner before the zipper in the village. Players will head toward the zipper without realizing what you've done...until it's too late.

Boulder Canyon

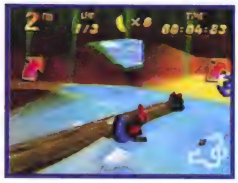
White Water Fodder

White water, whirling logs and tight corners in the castle make this hover course a nightmare. Unless you've mastered the intricacies of lighter drivers, go with a heavyweight character like Banjo to make turning easier.

Meet T.T.—2:11.00 **Beat T.T.—2:02.35**

1 Log Hopping

The most dangerous hazards on the river are the numerous logs that cross your path, some of them spinning dangerously around. You can scoot to either side of them, but you may lose time doing that. Instead, you can hop over them using the R Button. Get close, then hop to avoid losing much speed.

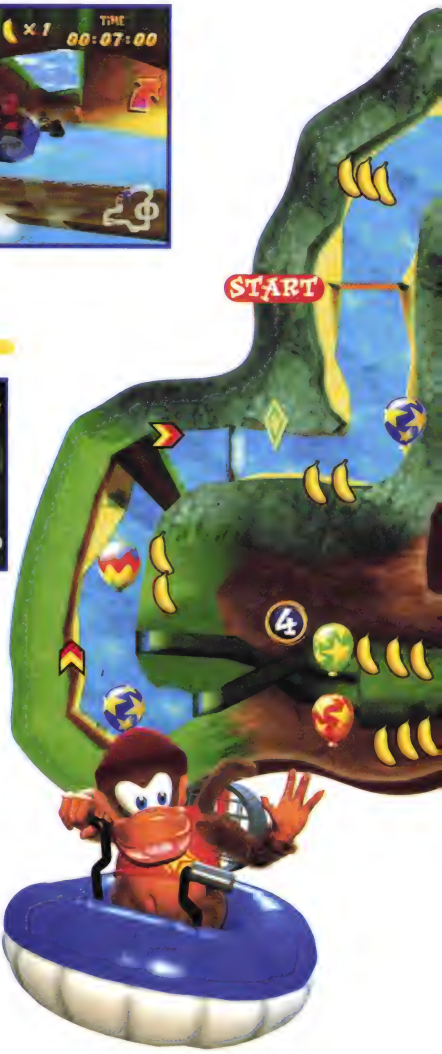


2 Hit the Wall

In most places you want to avoid hitting walls, but at the top of the inclined tunnel you should hit the wall so that you can stop and turn in time to hit the zipper. The zipper will rocket you back up to speed.

3 Two Ways To Go

Beyond the drawbridge and zipper you'll find a misty curtain that blocks your view of the passage ahead. If you picked up a Blue Balloon before the zipper, angle to the right and use the boost. If you didn't get the booster, veer to the left so that you hit the zipper beyond the mist.

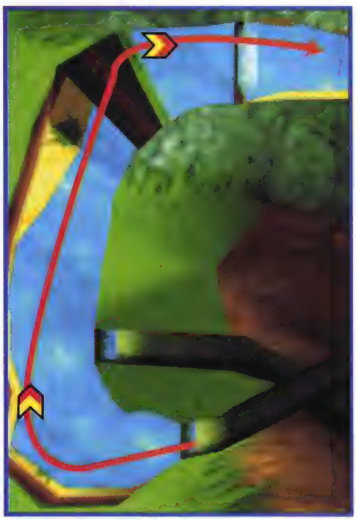


Log Diving

Hopping over the logs isn't the only way to get past them. On the back stretch of the river, look for a drop-off with a log below it. When you drive over the drop, you'll sink into the water below and actually pass beneath the log. This same technique can work when you hop and land just in front of the log. The closer you land to the log, the better your chances of passing under it will be.

4 Long Way Home

If you take the right branching stream, you'll end up in the upper pool with a more direct line to the zipper. The left branch drops you into the pool below and you'll have to turn sharply to reach the zipper. The right branch usually turns out to be the faster one, even though it seems longer.



Silver Coin Challenge

The raging waters and tight passages of the canyon look worse than they really are. Midweight drivers like Timber, or heavy drivers like Banjo, have an advantage in handling and speed, but you can win with any character if you use the zippers.

36

1 2

Head to the right shore around the first corner from the starting line to pick up coin number one. You'll have to skim the shoreline, then steer back to the left side of the stream ahead where you'll see Silver Coin number two. That coin is floating just above the log barrier at the top of the incline that leads down to the pool. Take the coin and head straight down the chute.

This coin is located behind the log in the lower pool. From coin number two it's a straight shot, but if other racers beat you down to the pool, they'll churn up the water and the log will be spinning around. If that's the case, hop over the log using the R Button or wait until the second or third lap when there's less of a crowd.

This coin sits on top of the zipper that shoots you into the castle. Nothing could be easier to grab or be positioned in a better place. It's too bad that more coins aren't set up like this beauty. Take your finger off the gas to get a super zipper boost and aim slightly to the right so that you bounce off the wall and onto the next zipper.

The fifth Silver Coin sits behind the water zipper that's beyond the misty curtain. As you drive up the slope from the zipper, steer to the left to grab the coin and then hit the water zipper to accelerate.

These coins are in the left branch of the passage, just before you spill out into the canyon again. You'll lose some time picking them up, but you need the coins, and it's easy to make up for lost time on this course. The first coin is near the mouth of the tunnel and the second coin is near the end. Stay mid-stream and you'll have no problem picking them up.

On the left bank of the river you'll find the final coin. Since this is the ideal location for missing most of the log action in the rapids, you won't lose any time by grabbing the coin. Just watch out for the nearby tree. Beyond the coin is a zipper that will shoot you back in the main stream.

Tracks

One-Way Stream

This is a hover course all the way. You don't even have the option of using a plane or car. There aren't any incredible shortcuts, either. You'll have to rely on cunning and items.

Oh no!

Whoo-hoo!

Oh no!

Bridge Boost

The section of track including the bridge, the incline, and the zipper against the back wall is a great place to get ahead. Start the sequence by boosting over the bridge, then pick up another Blue Balloon and hit the two zippers.

Drop It Here

In the narrow right passage that leads back to the canyon, drop a mine or bubble. Almost all of the computer drivers take this route, so it's bound to be effective.

Haunted Woods

Ghostly Encounters

The castle and forest seem to be filled with little spirits of the Wizpig. You'll also find tons of droppers on this course and plenty of blind spots where you can drop them.

Meet T.T.—1:22.00 **Beat T.T.—1:09.51**

1 Power Start

Off the starting line, you'll want to get a jump start then immediately go into a power slide to the right to get around the corner. When you're lined up with the Green Balloon in the middle of the track, let up on the turn and go straight. You'll also pick up three or four bananas during your drift. If you have to brake, you're either starting your power slide too late or using a driver that's too heavy. You can go to the right of the fountain, as well, but it will take practice.

2 Zip It Up

The first of two zippers lies against the left wall in the castle tunnel. It's easy to see and reach. Hit that zipper straight on and boost toward the corner ahead. Power slide almost all the way to the right wall on the corner. That's where you'll find the double whammy—a second zipper ready to blast you down the hill. Even if you catch just a corner of the zipper, you'll get the boost. If you're pointed to the right when you hit the zipper, you might boost yourself into a wall, so watch out.

3 Be Prepared to Zip

As you head down the hill and across the bridge, you'll see a Green Balloon on the left side of the track. Steer straight toward it and cross the bridge. You'll hit a zipper that wasn't visible from up the hill. Watch out for droppers here. It's a favorite tactic of computer drivers to drop mines or bubbles just in front of the zipper.

4 In the Tunnel

You'll find bananas along the left wall of the tunnel and a zipper ahead on the right side as you leave the tunnel and head toward the finish line. Grab the bananas on your first lap and aim for the zipper on the last two laps. If you power slide through the bananas with the front of your car aimed to the right, you can pick up the fruit and hit the zipper all on the same lap.

Power slide along the left wall, then catch the zipper that boosts you out of the tunnel toward the finish line.

DETOUR

Wizpiglets

As you race beneath the dark boughs of the forest, you may notice faces floating overhead—faces of the dreaded Wizpig. Their presence can be distracting, but the ghostly Wizpigs don't interfere with the race in any way. Ignore them and prepare for the big pig to come.

Silver Coin Challenge

It may take 37 gold balloons to enter this race, but once you get here you'll be able to cruise to victory. Since two coins are found on the right side of the fountain, and one coin is on the left, it will take at least two laps to collect them all.

37

1

The first coin to grab isn't even the closest Silver Coin to the starting line. After getting a jump start off the line, power slide around the corner and aim straight for coin number one, which is to the left of the fountain on the circular drive ahead. Power slide into the coin and pick up some bananas at the same time, then head into the tunnel to the right.

2

As you enter the castle passage, power slide around to the right so that you can hug the right wall of the passage. That's where you'll find Silver Coin number two. You'll miss the zipper on this lap, but you can easily hit the zipper on the downward slope at the end of the passage.

Taj's Tip

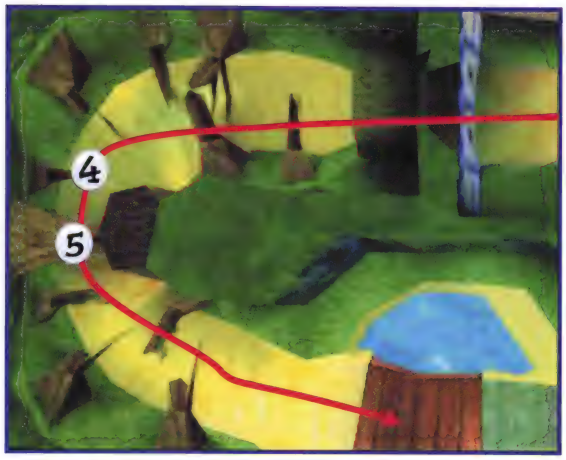
Dropper Heaven

One good strategy on this course is to drop kick your opponents. You'll find lots of Green Balloons, so you can upgrade to mines and bubbles quickly. Since there are so many droppers, other drivers use the same strategy. Beware of dropper hazards throughout the race.

3

Smack in the middle of the track at the bottom of the hill, just before you pass under the castle wall, is the third coin. It's easy to see and easy to pick up. You can grab it on any lap without any loss of speed. If you hit the zipper at the top of the hill, make sure that you're aimed at the center of the track so you boost through the coin.

As you swoop down into the haunted woods, you'll find the fourth coin along the inside corner on the left side. Coin five is right beyond it. The trick is to approach both coins from the right side of the track and cut the corner so that you drive straight through both coins. If you approach from the left side, you'll swing wide past the fifth coin.



Silver Coin number six is placed inconveniently between the two zippers just beyond the drawbridge. Take the coin on the first lap and forego the extra boost of the zippers. You'll be able to zip on future laps.

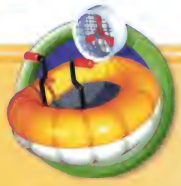
Back near the starting line is where you'll find the last two coins. On the second lap, instead of driving around the fountain to the left, brake sharply and take the route around the right side. If you've mastered your power slide technique, you can slide all the way around. Coins seven and eight are both located here.

Tracks

The Magic Fountain

The Haunted Woods is one of the few places where it's just as exciting playing with either of the two vehicles available. The hovercraft has some great shortcuts, but the car is easier to handle.

Whoo-hoo!



Whoo-hoo!

Oh no!

Fountain Fun

Instead of circling around the large fountain, take your hovercraft straight across the spouting water and leave the other drivers in your wake. This is a terrific shortcut, but handling on the rest of the course will be harder than it would be if you were driving a car.

Extra Zip

There's a second way to make up time in the Haunted Woods when you're using the hovercraft. Use the R Button to jump after you hit the final zipper. You'll fly up the hill without losing any speed from the slope.

Smokey

Smokey the dragon challenges you to a flying race through a series of valleys, tunnels and windmills. His hot breath puffs out in little clouds that will stop your plane if you hit them, so watch out.

1 First Tunnel

The first tunnel winds beneath the mountains like a forgotten mine. Chances are you'll follow Smokey into this cavern. The main thing to watch for are his hot puffs of breath. Stay near the middle of the course and try to avoid the narrow passages along either side. If you stay close to Smokey, you'll do well.

2 Windkill

The windmill in the second valley is doubly dangerous. If you aim for the hole in the base, which is your best bet since you get a Blue Balloon, you'd better not miss. But flying around the mill is tough, too, because of the rotating windmill vanes. They seem slow, but they tend to hit you anyway. Stay low, shoot through the hole in the windmill, then bank sharply to the left to enter the next short tunnel.

3 The Right Way

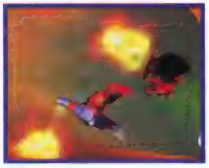
Keep to the right side of this small valley, particularly as you make the turn out of the tunnel. It may not seem like it will make much difference, but the shorter route on the right side actually saves you a lot of time. You'll stay close to Smokey and you may even blast past him if you use a boost.

4 Missile Option

You can pick up Red Balloons in the caverns, but they're usually tucked behind stone pillars. If you upgrade to homing missiles and blast Smokey, he'll slow down and you'll be able to pass him. That's one strategy. But it's a bit easier beating the dragon with speed and cunning. Use boosts and take the shortest line. Smokey sticks to the middle of the course, which isn't the fastest route.

Smokey Rematch

The biggest difference between the first challenge and second challenge, following the Silver Coin Challenge, is that Smokey puffs out more dangerous clouds of dragon breath. The trick is to pass the dragon so you don't have to deal with the clouds. Stay close until you reach the windmill, then pick up the boost and try to get the lead.



T.T. Challenge

Smokey Castle

The challenge in the dragon's castle is to collect ten bananas before any of the other drivers do. Each of the four contestants begins on an upper level of the castle near a big wooden bins. After collecting two bananas, drivers return to dump them in the bins. Around and about the castle you'll also find plenty of items so you can keep the other players from getting your bananas. The best strategy is to stay close to home. You'll always find bananas on the bridges that cross the moat and on the road around the castle. Grab the two closest bananas, then scurry back to your box. When you play the computer, ignore the other drivers and just get bananas. Also ignore the bananas in the moat. They take too long to collect.

Racin' the Bacon

After you've won every race against Tricky, Bluey, Bubbler and Smokey, the giant Wizpig head on the mountainside will open its mouth. For your chance to rid the island of Wizpig, fly your plane inside and challenge him to a race.

1 The Road Hog

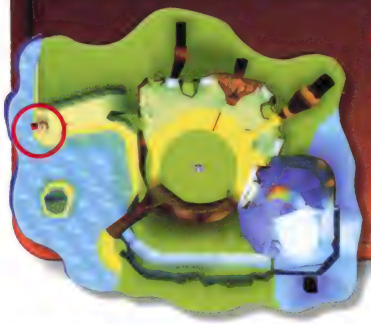
With a jump start, you'll be able to stay ahead of the speedy swine for a while, but he'll quickly waddle into the lead. Wizpig will alternately run and fly, and he'll always hog the road. If you're ahead, be sure to leave room for him, or else he'll trample over you.

2 Double Zip

Wizpig is one mean piece of pork. (Who knows what he's done to poor Drumstick the rooster after their fateful race?) If you don't want to disappear like Drumstick, you'd better smoke Wizpig like a ham. You won't have balloons to help you, so use every zipper. Just be careful not to zip into the water, because almost every road borders a stream. One of the trickier zippers is at point 2 on the map. After boosting from it, veer slightly to the left. When you land on the next strip of land, power slide to the right so that your bumper swings onto the next zipper. Stay on course by zipping to the right. If you win the race, your adventure can finally end. Or will it?

சாண்டாவின் சாதனை

Future Fun Land



Space Odyssey

Just when you thought it was safe for you and your friends to celebrate Wizpig's defeat, ol' bacon-breath had to crash your party. He may have rocketed back to his home planet, but that doesn't mean your racing days are over. He invaded your world; now it's your turn to invade his. Race through his futuristic sci-fi planet to settle the score.

We Have Liftoff!

If you've defeated Wizpig and won Gold Trophies in the four Trophy Races, you can magically transform the lighthouse into a rocket ship by driving up to the sign on the beach. The lighthouse will sprout fins and change its shape, and then you'll automatically blast off to Future Fun Land on Wizpig's Planet. If you return to Timber's Island and want to go back to Future Fun Land, you won't find the lighthouse. You can teleport back to Wizpig's Planet by driving onto the platform where the lighthouse once stood. (So that's why there are so many wrecked ships at Sherbet Island—the lighthouse keeps flying away into outer space!)

Trophy Race

Wizpig Challenge

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Spacedust Alley

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Spaceport Alpha

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Star City

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Spacedust Alley

A Brave New World

The courses on Timber's Island at least seemed somewhat inviting. Not so with the courses on Wizpig's Planet. Spacedust Alley introduces you to some menacing local scenery: meteoroids, snaking caverns, laser beam barriers and attacking space ships.

39

Meet T.T.—2:12.00 **Beat T.T.—2:06.16**

1 Double Dash

When you start the race, your first obstacle will be a meteoroid that bounces weightlessly near the starting line. If it's about to cross your path, fly low to dodge it. Jet around the corner, head into the air zipper, then boost to the other air zipper that floats by the right wall of the canyon. When you zip through, veer slightly to the left to avoid the nearby palm tree. When your boost begins to sputter out, turn right to round the bend and enter the tunnel.

2 Close Encounters

One of Wizpig's spaceships regularly patrols the area. To avoid getting hit by its laser missiles, fly in close to the ground and stay in the center of the track. The ship will fly straight for you, but its missiles will miss you.

3 Fly Low

After having a close encounter with the spaceship, you'll fly into a tunnel. As soon as you exit, turn right sharply, then fly low to enter the zipper below the bridge. While other racers will follow the twisting road on the bridge, you'll be able to jet into the lead by flying straight along the gully floor.

4 Two Tunnels

Keep flying low and glide to the air zipper. When you've aligned your plane with the rectangular tunnel entrance that's behind the zipper, boost on through. Load up on the bananas inside, then, as soon as you pass the bright yellow archway, turn quickly and sharply to the right.

5 Space Caverns

Whether you take the upper tunnel entrance or the lower one, you'll have to turn right sharply after you pass the yellow archway. Stone columns stand near the cave walls, so keep your plane in the center of the passageway. At the third archway, grab the Blue Balloon, then immediately hang a sharp left. If you straighten your plane out before entering the next archway, you'll be able to jet straight past the finish line.

Laser Beam Triangle

Above the roadway glows an energy field. If your airplane flies into this triangle of laser beams, the rays will spin you out of control. Avoid getting shock treatments by flying close to the road.

Silver Coin Challenge

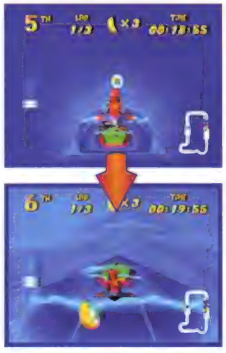
In the Balloon Race, you could easily dodge the energized force fields and laser fire. Not so in the Silver Coin Challenge. Safely escaping the pyrotechnics in this round would trip up even Houdini, since many of the coins sit directly in the line of fire.

1 2

The first coin floats slightly below and to the right of the first zipper. If you skim by the zipper so that the tip of your left wing barely touches the zipper's lower right, you'll be able to zip into the coin. It's easy to miss the coin if you use the zipper, however, so you may want to skip the zipper in the first lap and head directly to the coin. The second coin hovers above the road. If you rocket through the second zipper, you'll have to swiftly dive to the ground to nab the coin. Skipping this zipper is the easier way to claim the coin.

3

When you pass through the Rainbow Balloon at the tunnel's entrance, soar toward the cavern ceiling. The third coin dangles from above, while laser rays pulsate below. Fly into the coin and keep flying near the ceiling until you fly over the laser beam that's a few paces behind it. Once you pass it, swoop toward the cave floor to exit.



After leaving the first cavern passageway, veer around the second palm tree on the left and fly by the wall. When you're halfway between the second tree and the last tree, turn right sharply to intercept the coin. When you've picked it up, swerve left to enter the tunnel.

Fly to the tower on the right. If you skim above the left side of its uppermost ring, you'll have a direct flight path to the coin. When you've collected the coin, immediately swoop down to avoid crashing into the energy beams, then swerve right to enter the tunnel. As long as you don't crash into the lasers or the pink lower half of the tower, you can escape unscathed, since your plane can fly through any part of the tower's blue upper half.

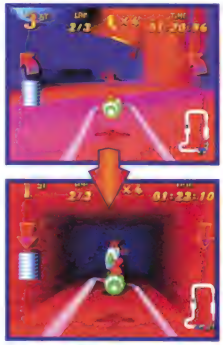
Road Zipping

By flying low, you can take advantage of the road zippers that are often overlooked by other pilots. The pair of road zippers that precede the second coin are helpful in boosting you to your target. But don't use every road zipper. They may increase your speed, but they can also be out of the way—such as the one near the finish line.

At the final stretch, you'll see four balloons that float in a large diamond-shape at the cave's exit. Smack dab in the center of the formation is the sixth coin. Steadily fly into it, then lower your altitude to avoid getting smashed by the meteoroids near the beginning of the next lap.

When you return to the battlefield where the spaceship flies, swerve into the first banana by the right wall. If you veer left after you pick up your fruit, you'll fly through the seventh coin and safely dodge the tree behind it.

By the time you're ready to collect the eighth coin, you've probably lost your lead. Luckily for you, the last coin sits in the lower tunnel entrance. By taking this tunnel after you've nabbed the fifth coin that floats above this route, you can sneak into first place.



Tracks

Caught in the Caverns

The caverns are the trickiest areas to maneuver in, and the airplane is the vehicle that's most capable of making it through.

Whoa!

Uh-oh!

Whoo-hoo!

Take the Low Road

Regardless of which vehicle you're using, you'll want to head into the lower tunnel entrance below the laser beam triangle. The winding road on the bridge is the longer route, and if you're in the hovercraft, it's easy to accidentally bounce off the bridge.

Triple Zip

If you drive the car, you'll have plenty of road zippers to use. At the first stretch, stay in the center of the road to blast off the first zipper. If you boost toward the left edge of the road, you'll be able to land on the second zipper. After you pass the Green Balloon, slide to the right. Your bumper will barely clear the tree on your left, and you'll swerve onto the third zipper.

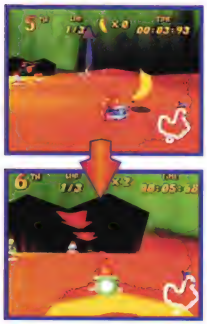
Darkmoon Caverns

Where the Sun Doesn't Shine

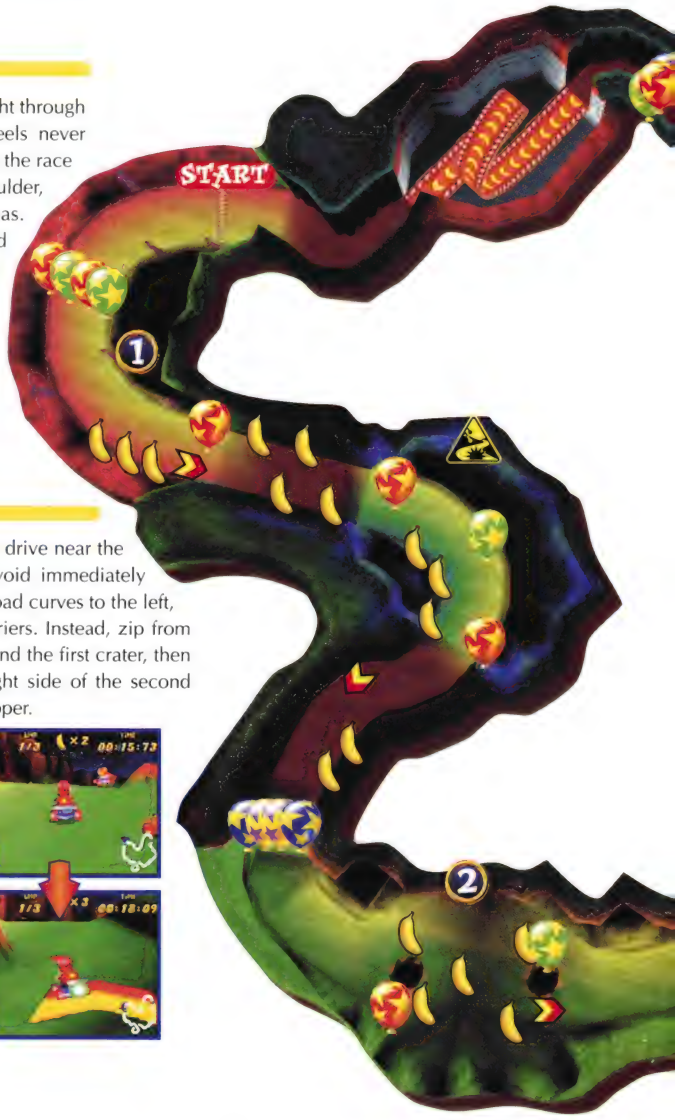
Darkmoon Caverns is a roller coaster ride of winding tunnels, bumpy surfaces and two loop-the-loops. Avoid oversteering, because in addition to its hairpin turns, the track also features craters and abrupt hills that can throw you off course.

Meet T.T.—2:20.00 **Beat T.T.—2:12.05**

1 Tunnel Boost

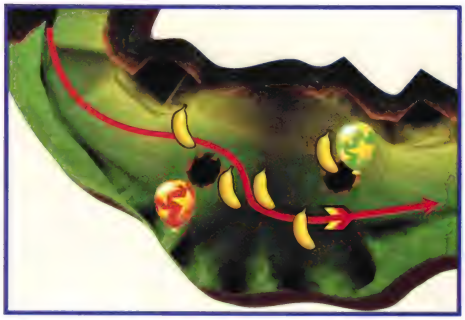


The first zipper can blast you straight through the first tunnel so that your wheels never even touch the cavern's floor. After the race has started, roll to the right shoulder, then follow the trail of bananas. When you've collected the third and final banana, release the A Button so you can super boost off the zipper.



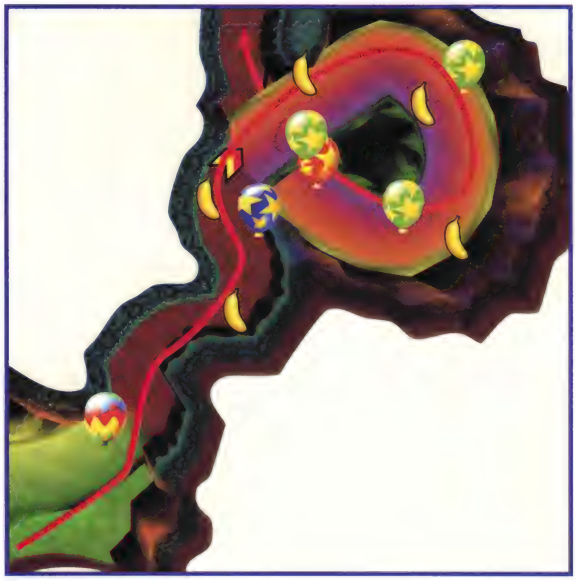
2 Crater Dodging

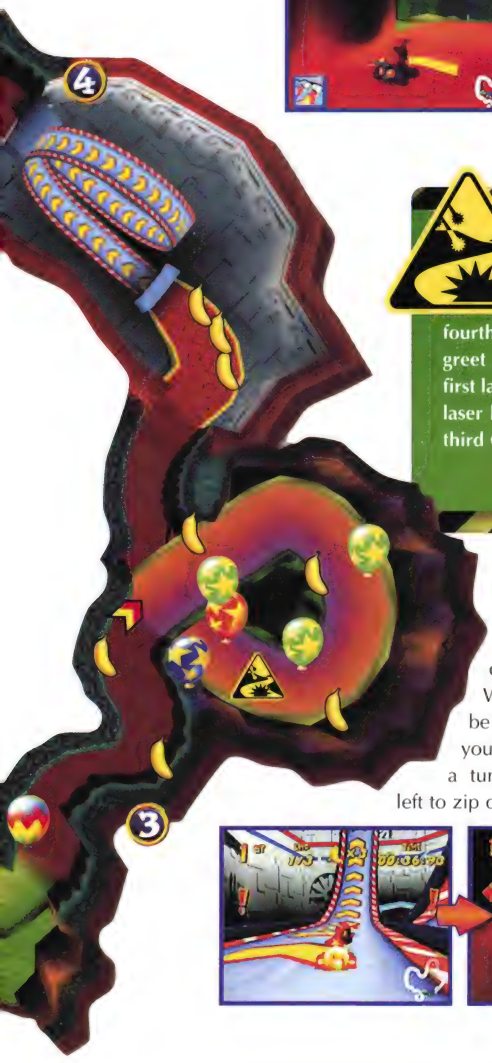
Large craters block the center of the road, so you'll have to drive near the shoulders. Though a zipper sits on the right shoulder, avoid immediately driving on the right side after exiting the tunnel. Since the road curves to the left, centrifugal force will send you careening into the side barriers. Instead, zip from the tunnel zipper to the left side of the cave exit. Steer around the first crater, then swerve across the center. When you drive around the right side of the second crater, you'll be able to launch from the right shoulder's zipper.



3 The S-Curve

When you rocket from the zipper at 2, barrel into the left side of the cave entrance. The cave will snake left, right, then left. If you keep a straight path from your left-sided approach, you'll be able to drive through the tunnel's first two curves in a fairly straight path. The only time you'll have to make a drastic turn is at the cave's final left turn. To clear it, power slide right and skid into the zipper on the left.





Look Out for Lasers

When you exit the first tunnel and, also, when you round the bend to enter the fourth cavern, a persistent assault of laser missiles will greet you. The lasers always fire at the same spots: the first laser zaps the center of the road, while the second laser hits near the right shoulder behind the stretch's third Green Balloon.

4 Loop-the-Loop

When you roll onto either of the loop-the-loop tracks, your car will automatically spew out blue flames to super boost you through the full 360 degrees. While you're in the loop, you won't be able to use any power-ups, since you'll be busy boosting. The loops will gradually veer to the right, so occasionally tap your Control Stick to the right. When you roll off the first loop-the-loop, you'll enter a tunnel. Once you pass the trio of balloons inside, gradually begin turning left to zip onto the second loop.

Silver Coin Challenge

Conquering the caverns will be too hard to handle for heavyweights, since a coin is deposited at every loop and almost every corner. Middleweights and lightweights are better at cornering, so put one of them in your front seat when you go searching for coins.

44

1

The first coin is conveniently aligned with the track's first three bananas and zipper. When you approach the row of balloons, power slide to the right. If you aim for the second Green Balloon from the right, you'll slide into the coin, and you'll be in position to drive through the bananas and zipper.

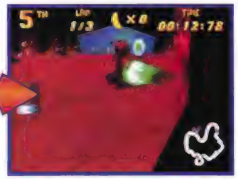
If you power slide into the right Green Balloon, you'll slide into the coin.

2

Launch yourself from the first zipper into the tunnel. Aim toward the left side of the tunnel's exit. When your boost fizzles out, you'll land either on top of the coin or nearby. If you touch down next to the coin, power slide to claim it.

3

Drive near the right cave wall. Boost off the tunnel's road zipper, then continue speedily skimming along the right wall. When you near the third Silver Coin, make a quick, short power slide to the left to swing into it.



4 5

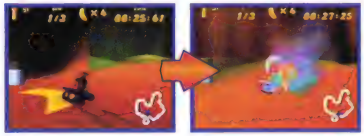
When you zipper-boost out of the tunnel, stay in the center of the road. Outside the cave exit, you'll run into the fourth coin that's centered in the road and in front of the first crater. Swing to the left of the crater, then cut across the middle of the road when you pass it. Your trip will take you to the fifth coin, which is in the center of the road, directly in front of the second crater.

Zip or Not

Sometimes, my friend, power sliding into a zipper is more trouble than it's worth. Usually, the zipper in the third tunnel is out of your way. You'll gain no distance if you slide sideways into it, and, once you zip, you'll recover only the time that you lost when you were trying to reach the zipper.

6

Power slide when you exit the third tunnel so that you'll swerve onto the road zipper at the cave's exit. If you boost toward the left shoulder, you'll rocket directly to the fifth Silver Coin.



7

The seventh coin sits at the beginning of the first loop-the-loop. Since the coin is in the center of the road, avoid power sliding to clear the corner before the loop. If you do power slide, you'll most likely enter the loop through the left or right shoulders, rather than through the middle of the road where you usually go.

8

When you reach the balloons in the tunnel, power slide in short bursts. If you slide and skim by the left wall, you'll be able to drive effortlessly into the coin. As soon as you clear the corner head for the loop.

Tracks

Rocky Rolling

With the course's craters and bumpy terrain, Darkmoon Caverns will bounce hovercrafts off course, so hop in the car instead.

Whoo-hoo!

Uh-oh!

Oh no!

Drop at the Loop

You can't plant droppers while you're on the loop-the-loop, but you can place them at the loop's beginning or end. Those are the ideal locations for your droppers, since racers will have little room in the narrow pathway to steer clear of your trap.

Bouncing Brakeless

The one advantage of driving the hovercraft through Darkmoon Caverns is that the vehicle won't slow down when it rams into a wall. Since the hover bounces off walls and craters, you won't have to worry about braking to avoid colliding with an obstacle. Steering will still be a problem on this course, but at least the tight turns will be forgiving.

Spaceport Alpha

The Runway Speedway

Before you can reach Wizpig's lair, you'll have to infiltrate his floating space station by piloting your plane through a steam-filled ventilation shaft and navigating through the enemy crossfire inside the launchpad's trenches.

41

Meet T.T.—2:16.00 Beat T.T.—2:09.03

1 Clipping the Corner

An air zipper floats at the end of the first curve. Other pilots are aces at rounding corners and taking the inside line, so if you want to be the first to the zipper, you'll have to jet close to the right wall. After flying through the first doorway, veer to the right when you spot the "N64" printed on the right wall. Fly so that you're at the same level as the "N" and bank right to hug the corner. Once you spot the zipper, straighten out and veer left to enter it.

DETOUR Out the Window

If you'd rather be a spectator in this race, land on the windowsill to the right of the ventilation shaft. By peering out the window and looking to the left, you'll be able to spy the runway where racers will appear to vanish into thin air.

2 Wind beneath Your Wings

When you enter the ventilation shaft that leads to the runway, pick up the Green Balloon at the duct's opening. The U-shaped, vertical shaft will steeply curve downward before it shoots straight up, so, once you're inside, immediately dive down while flying close to the curving ceiling. When the shaft climbs upward, a jet stream of air will float you to the exit above. Inside the geyser of air, racers will have a hard time maneuvering their planes, so make more trouble for them by using your Green Balloon's dropper when you're inside the jet stream. As the air begins to blow you to the top of the shaft, pull back on the Control Stick to climb, then level out as soon as you reach the runway.

3 In the Trenches

Inside the trenches, laser cannons will relentlessly fire at your plane. They won't fire at the ground, so dodge their blasts by flying low. Wizpig knows that you'll fly toward his air zippers, so he has aimed the cannons at them. Avoid flying into the line of fire by entering the zippers at their lowest point. By flying near the left wall, you'll also be able to dodge the obstacles and laser fire. Collect the Blue Balloon, then soar through the zipper. If you enter the zipper too high and get blasted by a laser, use your Blue Balloon boost to regain your speed. Otherwise, save it to charge into the neighboring blue tunnel.

4 Boosting through the Tube

After you exit the blue tunnel, you'll enter a channel that has a view overlooking the final frontier. Pick up the Blue Balloon near the entrance of the passageway, then immediately use its power-up. The tubular path will curve to the right like the letter C, so sharply turn right as soon as you boost.

Silver Coin Challenge

Many of Spaceport Alpha's Silver Coins float near the walls. If you want to pocket all eight coins while being first to the finish, you'll have to be an ace at making tight turns, since most of the side walls sharply curve and abruptly bend.

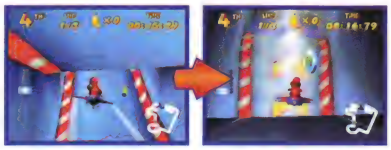
45

1 At the first turn, you'll find the coin near the middle yellow arrow that's painted on the right wall. When the race begins, fly along the wall, then veer left as soon as you collect the coin. Turn sharply and lower your altitude to make it around the corner and into the doorway.

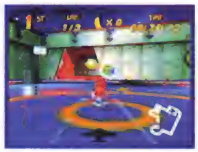
2 Fly straight to the banana that floats above the left red-and-white stripe on the road. After picking up the banana, keep flying straight until you're about one plane-length away from the green wall, then sharply bank right. As you turn, you'll nab the coin. Since the green wall is recessed, be sure to keep turning or you'll crash into the wall that juts out from the green wall's right end. When you've passed the green wall, keep turning while pulling up so that you can enter the air zipper that's high above.

As you approach the coin, sharply turn right to collect it and to dodge the green wall. While you're turning, pull up to reach the zipper overhead.

3 The third coin floats near the bottom of the ventilation shaft. The coin is centered in the shaft, so stay in the middle of the duct and fly close to the ceiling. If you fly too low, you'll soar under the coin, and it won't come into view until the jet stream blows you on a one-way trip past it.

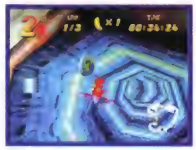


4 After you escape from the ventilation shaft, fly close to the runway's surface. Head for the yellow circle in the middle of the launchpad. In the middle of the circle, you'll find the third coin.



5 Before entering the trenches, pick up the Blue Balloon at the entrance. While flying low and near the left wall, use your boost to jet to the coin, then swerve left to dodge the block behind it.

6 Enter the left zipper inside the trench. Before the flames from your boost begin going up in smoke, sharply turn right while pulling up. If you soar toward the top of the blue tunnel's entrance, you'll find the sixth coin.



Taj's Tip

Shields Up

To get through the trench without getting hit by a laser, you'd have to be a Jedi. The Force isn't on your side, but a shield will work just as well. Luckily for you, there's a pair of Yellow Balloons at the trench's entrance. If you snag one and then use the shield when you're in the trench, you'll be laserproof long enough to escape into the tunnel.

7 When you're in the blue tunnel, fly so that you're slightly below the middle of the area. The seventh coin floats inside the next tunnel at that same altitude. By veering slightly to the left as you exit the blue tunnel, you'll be on target to claim the coin.

8 Enemy crossfire showers the eighth coin. To avoid the lasers, fly slightly above the right zipper. If you're unable to dodge the crossfire, collect a Yellow Balloon at the end of the runway and use its shield to protect you.

Tracks

Out of Range

Though the plane is ideal, the car and hover benefit from being grounded. Since the cannons in the trench won't fire at the ground, the car and hover can drive through it unscathed.

Whoa! Uh-oh! Whoo-hoo!

Keep It Floored

By holding down the A Button when you're caught in the ventilation shaft's jet stream, you'll be able to make a quick exit onto the runway. If you decelerate instead, the air will blow you much higher than you'll need to go.

Hover, Hop and Zip

A zipper is a zipper is a zipper, so whether it's an air zipper, a road zipper or a water zipper, any vehicle will be able to get a boost from it. That is, if the vehicle can reach it. The air zipper on the right side of the trench is too high for the car to reach, but the bouncy hovercraft can hop into it. To use its boost, jump up immediately before reaching it.

Star City

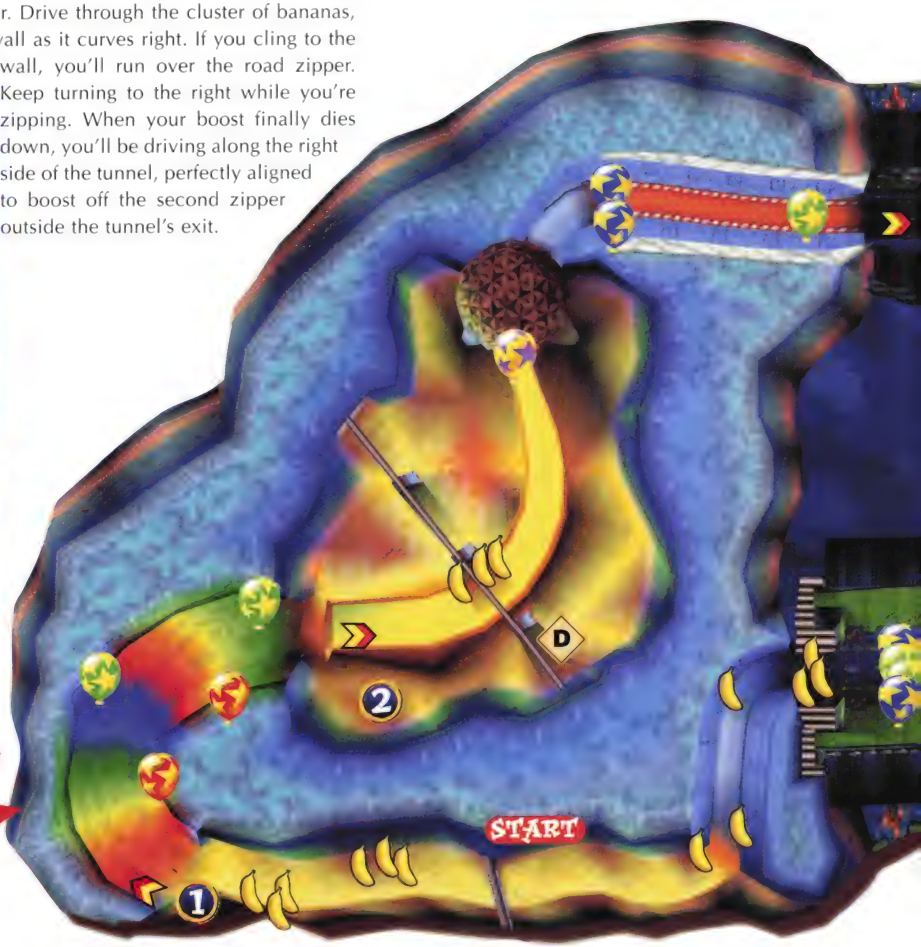
The City of Lights

The streets of Star City will take you into the heart of downtown, where futuristic high-rises and neon signs crowd the metropolis. The roads are mostly smooth and flat, but, as in any city, the streets will frequently bend left or right at an abrupt 90-degrees.

Meet T.T.—2:07.00 **Beat T.T.—2:01.45**

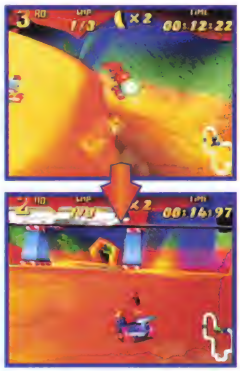
1 Zipping in the Rainbow Tunnel

The rainbow tunnel leads into the Star City limits. From the starting line, head to the left shoulder. Drive through the cluster of bananas, then skim along the tunnel wall as it curves right. If you cling to the wall, you'll run over the road zipper. Keep turning to the right while you're zipping. When your boost finally dies down, you'll be driving along the right side of the tunnel, perfectly aligned to boost off the second zipper outside the tunnel's exit.



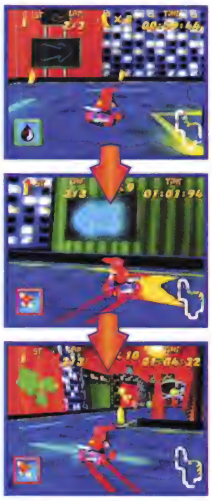
2 The Drop-off

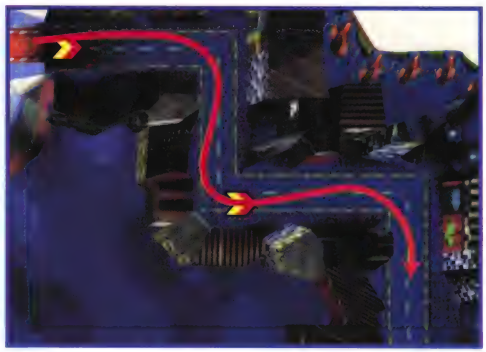
When you're darting down the road from the second zipper, gradually turn left so you don't drive off of the bridge. If you miss the turn and end up plummeting off the road, you'll land below the bridge and monorail tracks. To get back on track, you'll have to turn around and reenter the road at the second zipper by the rainbow tunnel's exit.



3 Deep Space Downtown Driving

If you try to brake and tilt turn around every corner, you'll most likely end up turning so tightly that your car will slam to a stop with its front bumper jammed against a dead-end curb. Try power sliding instead. When you first roll onto the downtown streets from the tunnel, the city road will turn right, left, then right. To power slide onto the street's second zipper, head for the Green Balloon or the left Red Balloon. As soon as you pass them, power slide to the right, so your rear bumper will swing onto the zipper.





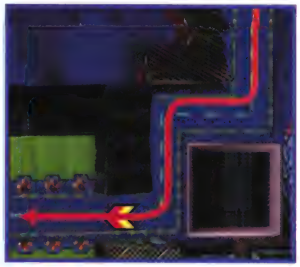
DETOUR

Monorail

Like clockwork, the monorail will regularly cross over the road that's at the end of the rainbow tunnel. If you're airborne, don't fly too close to its tracks, because the train will slow down only at designated monorail stops.

4 More City Speeding

As you continue cruising down the city street, it will turn right, left, then right. These city blocks are shorter than the blocks in area 3 on the map, so you'll have to power slide sooner and in quicker bursts. The final zipper is on the right side of the road, while most racers will be sliding wide to the left in order to round the bend. If, without power sliding, you simply turn to the right when you speed onto the neighboring street, you'll be able to take the corner tight enough to reach the zipper. If you miss it, don't worry, because you'll be able to get your boost from the Blue Balloons that are farther down the road.

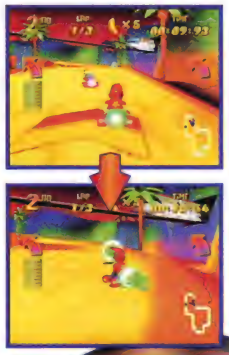


Silver Coin Challenge

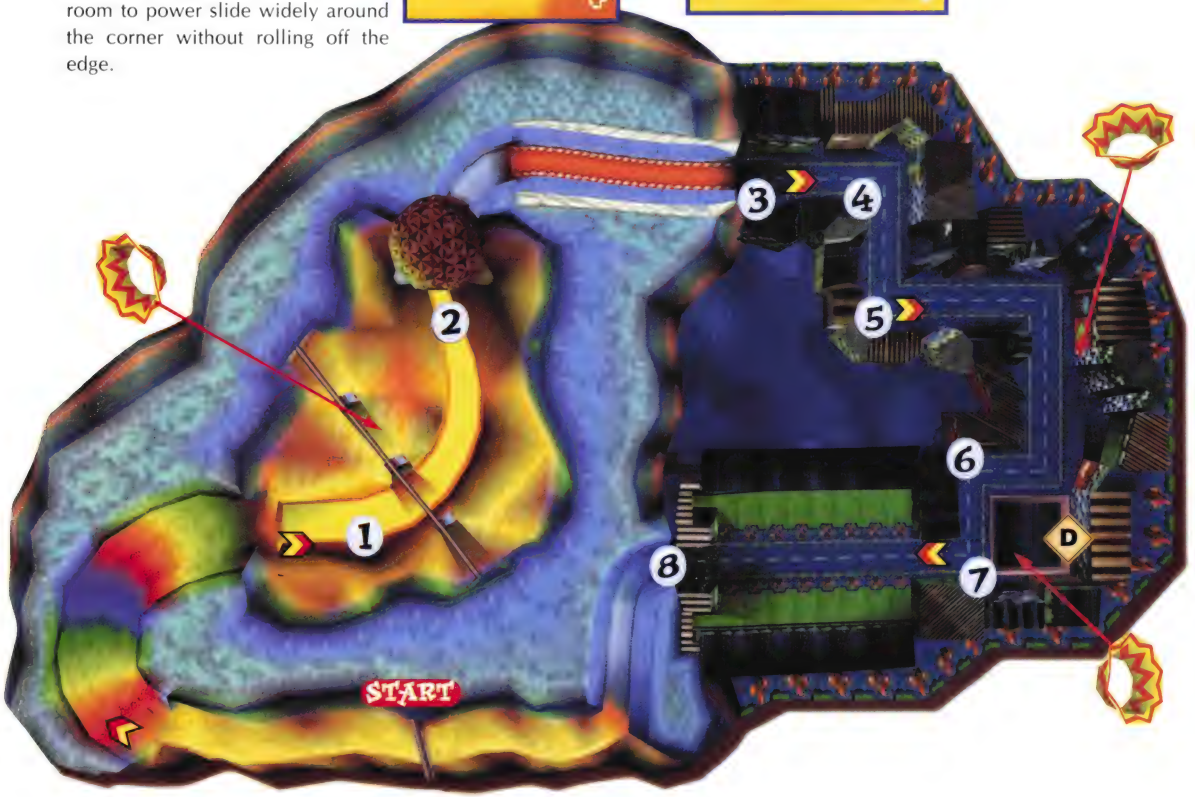
Star City will have you power sliding widely around almost every bend, since half of its Silver Coins are parked at downtown street corners. Plan your slide around the corners carefully, or else you could end up sliding into the sidewalk.

46

1 The first coin sits dangerously close to the edge of the road. When you boost from the zipper in front of the coin, it will be easy for you to accidentally launch yourself off the elevated road. Avoid taking the plunge by power sliding to the left as soon as you zip. If you run over only the left half of the zipper with your right wheels, you'll leave yourself enough room to power slide widely around the corner without rolling off the edge.



2 The sandy path will curve to the left as it leads into the sphere. From the second zipper, zip and power slide to the left shoulder. You will be able not only to collect the bananas that are strewn along the side of the road but also drive in a straight line from the inside of the curve to the coin in the middle of the track near the sphere's entrance.



DETOUR

Rare City

It looks like Rare has set up shop in Star City. Neon signs radiate with the Rare logo, and, if you look at the high-rise across the street from the spinning rings, you'll see a Killer Instinct building. Could this be the mysterious headquarters for KI's Ultratech?

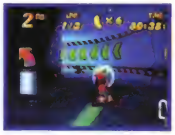
3 As you cruise through the tunnel inside the sphere, motor along the road's right side. Roll through the Blue Balloon on the right, then immediately boost. If you rocket along the tunnel's righ edge, you'll land in front of the third coin.

4 **5** Keep racing on the right side of the road after picking up the third coin. Before you reach the lamppost, power slide to the right to swerve tightly around the corner and into the coin. Cross the centerline so that you're driving in the right-hand lane. When you pass the balloons, power slide to the left so your bumper will swing into the coin and onto the zipper.

6 After turning right at the spinning rings, move to the right lane. When you're about halfway down the block, power slide left to swing into the corner where the coin rests.

7 The seventh coin is parked down the street from the sixth coin. After you've power slid into the sixth coin, cruise into the left lane, then power slide to the right as you approach the coin in the corner. If you slam into the curb, release the R Button or else you'll come to a stop.

8 At the final straightaway of downtown, grab a Blue Balloon, then drive on the centerline. The coin is behind the middle banana at the tunnel exit. Snag both items by boosting down the middle of the track.



Tracks

Take Off in the City

Navigating through the city's 90-degree turns will have cars slamming into curbs, while hovercrafts will be bouncing off the concrete. The airplane, however, can breezily glide on through.

Whoa!

Uh-oh!

Whoo-hoo!

Under the Rail

The plane can bypass many of the paths that make Star City a rough ride for cars and hovercrafts. When you leave the rainbow tunnel, fly left to the air zipper. When you boost, jet beneath the monorail track and into the next tunnel. Avoid flying above the track, or else the monorail might smash you into a hood ornament.

Hopping down the Lane

The one advantage the squirmy hovercraft has over the car is that it can make sharper turns. When you're driving through the downtown streets, hop and then pivot 90-degrees whenever you want to drive around a corner. As you're turning exactly 90-degrees, cars will be losing ground by swerving widely to make it around the bend.

Wizpig Strikes Back

Racing the Swine One Last Time

If you've collected 47 Gold Balloons and all 4 pieces of the T.T. Amulet, you'll be able to enter the T.T. door. Wizpig lurks behind it, and he'll challenge you to a rematch. Board your plane and follow his curly tail as closely as you can, because this time the big boar will be riding piggyback on a missile, and you'll be racing on his turf.

1 Boulders and Boosts

The Blue Balloon by the right canyon wall will help you keep up with Wizpig, but you'll have to get past the laser fire and floating boulders first. To dodge them, fly close to the ground while heading toward the right-hand mesa. After flying under the second boulder, pull up and sharply bank left. With your plane on its side, soar in between the right wall and the mesa to zoom into the Blue Balloon.

2 Under and Over

Fly under the canyon arches. Grab the Red Balloon that floats beneath the second arch. Immediately after flying under the third arch, pull up. Soar over the fourth arch to collect the Red Balloon that's on top of it. When you enter the clearing, fire your homing missile at Wizpig to slow the porker down.

3 Snout Route

When you reach the Wizpig face that's carved into the mountain, fly above its snout to collect the Blue Balloon. By flying high, you'll also stay out of the space ships' shooting range.

4 Cool Your Jets

Boost into the cave, then pick up another Blue Balloon inside the left side of the cave mouth. Much of the tunnel is too curvy for you to use your boost safely, so save it until you reach the less curvy area just past the cave's second Red Balloon. As your boost fizzles out, you'll conveniently be closing in on another Blue Balloon.

5 The Throne Room

When the tunnel begins curving to the left, soar to the ceiling to avoid the laser barriers and pick up the Blue Balloon. Drop your altitude and fly through the doorway. Behind the door is Wizpig's throne room, where spaceships ruthlessly fire lasers to protect the pigpen. The laser fire is difficult to dodge, so stay low and use your boost to quickly propel yourself through the battle zone. If you can keep up the pace for three laps, you'll be able to glaze the intergalactic ham one last time, and teach Wizpig never to call you a little worm ever again.

T.T.'s Pit Stop

Adventure Two

Don't think that your adventures are over just because you've sent Wizpig packing—far from it! Once you've completed all of the races and challenges on the Future Fun Land tracks, the Adventure Two option will appear on the Game Select screen. The Adventure Two mode is a repeat of the first Adventure mode except that all of the tracks are mirror images of the originals and the Silver Coins are in different locations .

Free Drumstick

As it turns out, Drumstick did fall victim to Wizpig's magic. He was transformed into a frog, but you can break the spell. Once you've completed all the races and challenges up through Dragon Forest, go back to Taj's meadow. Look for a frog with a red rooster's comb on its head. When you find it, run over it with your vehicle. (It may seem like a cruel cure, but trust us—this is the only way!) Now go back to the Player Select screen. Drumstick will be in the lineup, and you'll be able to select him as your driver. Check out the charts below to see how Drumstick measures up against his fellow racers.

Acceleration

Drumstick takes a while to pick up speed and he accelerates at approximately the same rate as Banjo.

Handling

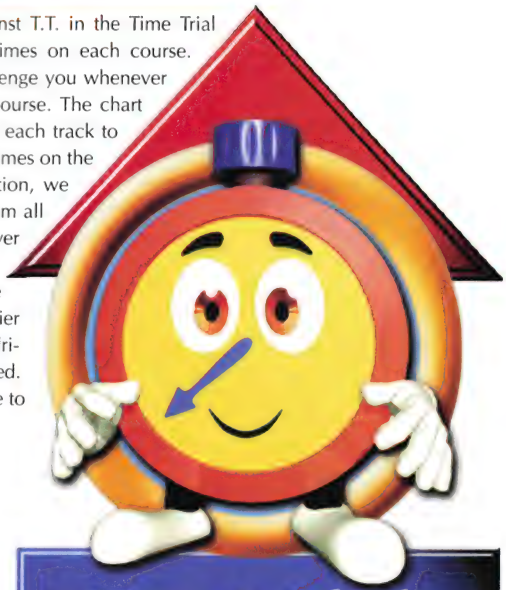
Why did the chicken cross the road? Probably because the rooster was driving on the sidewalk. Drumstick is one bird who's hard to handle.

Top Speed

What Drumstick lacks in quick acceleration and tight handling, he makes up for with his fast, feather-ruffling top speed.

T.T. Trial

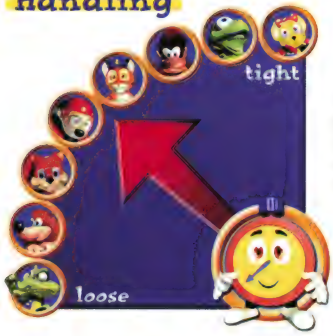
As you know, it's possible to race against T.T. in the Time Trial mode by meeting or beating specific times on each course. Once he's been activated, T.T. will challenge you whenever you run a time trial on that particular course. The chart below shows the time you must post on each track to defeat T.T. (Although we included these times on the map pages in the Adventure Mode section, we thought you might appreciate having them all in one place). T.T. will appear on the Player Select screen once you defeat him on every course; however, as you can see from the charts below, that may be easier said than done. T.T. outranks all other drivers in both acceleration and top speed. What you lack in sheer speed you'll have to make up with cunning!



Acceleration

You'll have a hard time beating this clock. T.T. can reach his top speed quicker than any other racer.

Handling



T.T. won't take corners as tightly as Pipsy, nor will he swerve widely like Krunch. The clock's average handling makes him the happy medium between the two.

Top Speed

T.T. is such a fast clock that he's practically in the next time zone. Hands down, T.T. is the fastest racer—even quicker than that clucker, Drumstick!

Beat T.T.

Ancient Lake	1:01.28
Fossil Canyon	1:30.18
Jungle Falls	1:02.50
Hot Top Volcano	1:30.71
Everfrost Peak	1:48.00
Walrus Cove	2:06.28
Snowball Valley	1:06.41
Frosty Village	1:39.40
Whale Bay	1:13.11
Crescent Island	1:33.16
Pirate Lagoon	1:28.56
Treasure Caves	1:05.63
Windmill Plains	2:13.13
Greenwood Village	1:40.61
Boulder Canyon	2:02.35
Haunted Woods	1:09.51
Spacedust Alley	2:06.16
Darkmoon Caverns	2:12.05
Spaceport Alpha	2:09.03
Star City	2:01.45

Magic Words

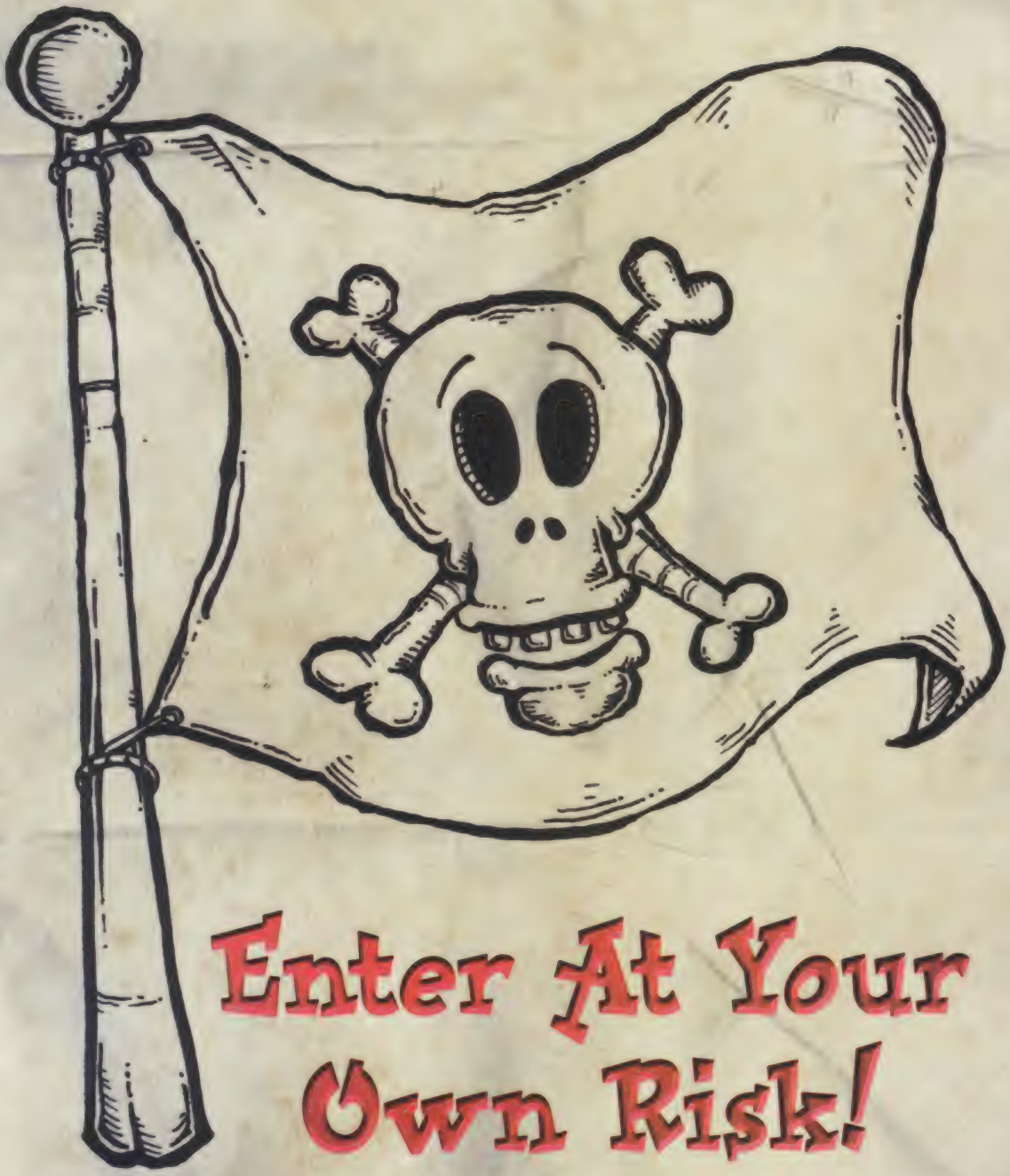
Words To Drive By

Nowadays, if you watch the credits at the end of a movie, you might be treated to outtakes and bloopers from the making of the film. If you watch the credits at the end of Diddy Kong Racing, you'll be treated to something even better: codes! Every time you finish the game, a code word will be displayed at the end of the credits. There are 22 code words in all, and each enables a different effect or option. To enter a code word, go to the Options screen and select the Magic Codes option. Enter the code word then select OK. If the code is valid, you can then go to the Code List screen at any time to turn the option on or off. We've listed all the code options to the right. As you discover each code word, you can write it down in the appropriate space.

Some options can be used together; for example, All Balloons Are Red, Start With 10 Bananas and Small Characters.

In the Two-Player Adventure mode, as long as one player fulfills the win conditions for a race, both players will get credit.

HIGH-SPEED RACING
BIG CHARACTERS
SMALL CHARACTERS
MUSIC MENU
START WITH 10 BANANAS
HORN CHEAT
DISPLAY CREDITS
DISABLE WEAPONS
DISABLE BANANAS
BANANAS REDUCE SPEED
NO LIMIT TO BANANAS
ALL BALLOONS ARE RED
ALL BALLOONS ARE GREEN
ALL BALLOONS ARE BLUE
ALL BALLOONS ARE YELLOW
ALL BALLOONS ARE RAINBOW
MAXIMUM POWER-UP
TURN OFF ZIPPERS
SELECT SAME PLAYER
FOUR-WHEEL DRIVE
TWO-PLAYER ADVENTURE
ULTIMATE AI



Enter At Your Own Risk!

All who venture beyond this point will unfold an ancient map that reveals the secret whereabouts of the four hidden keys. Do not break this seal or else ye shall learn how to access the T.T. Challenge battle arenas of Fire Mountain, Icicle Pyramid, Darkwater Beach, and Smokey Castle!

OPEN HERE

Unlocking SECRETS

Now you've done it! The secret's out and there's no turning back! Early adventurers who've explored what is now known as Timber's Island have hidden a key in each of the island's four areas (there is no key hidden on Wizpig's Planet), and each key will unlock the T.T. Challenge course in its world. The explorers' ancient map, though tattered and cryptic, will give you clues to the whereabouts of the four elusive keys.

SHERBET ISLAND

•Before you can venture to the salty shores of Darkwater Beach, you must first retrieve the key that has been hidden somewhere in Sherbet Island.

•From the decks of the pirate ship, scurry ye scurvy self down the starboard, side 'til your travels lead you to where the cascading waters fall.

•Journey left 'til you catch sight of the Roman numeral seven. 'Tween the V and II, set yourself afloat.

•As you sail through the waters, stay close to the coast and keep a lookout to the left of ye, for in the headland is a cave and 'twas here the key was hidden.

DINO DOMAIN

•Begin your quest for Fire Mountain's key by searching near the monstrous footsteps.

•The giant lizard patrols the path, but if you venture to the two fingers in the lake, ye shall escape the creature's plodding feet.

•Slosh through the waters 'til you reach the pair o' trees on the grass. Continue along the right greenbelt 'til you pass four more trees and the single bush that sprouts from the lawn.

•At the fourth tree, enter Table Rock. In between its legs ye shall see the key glittering above the ramp that has the letter "R" chiseled into it.

DRAGON FOREST

•After crossing the bridge to enter the castle, turn your self 'round.

•Facing the other direction, ye shall see that which rings on bobtail to make spirits bright. Journey beneath it to hear its chime, and its sound will not only lift up spirits but the castle bridge itself!

•With all your power, boost yourself up the raised bridge.

•If your aim is true, ye shall land atop the castle balcony where ye shall find the key that gains ye loathsome landlubbers entrance to yet another castle—Smokey Castle.

SNOWFLAKE MOUNTAIN

•Your journey to Icicle Pyramid's key begins within the chilly tunnel's icy walls that have frozen a balloon blue.

•Upon finding the frostbitt'n balloon, turn left to peer outside o' the tunnel's icy walls, and ye shall spy a sign that points to your next destination.

•Follow the arrow to Badger Mountain and voyage to where the Kremling stares.

•Through the striped arch and into the Eskimo home you go, following the path 'til it leads you to the pair of upside down "J"s.

•Turn left, then, when you reach the railing, turn right to find your prize.

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Leave Them All Behind!

No one likes a backseat driver, but without advice from the speed demons at Nintendo Power, you'll be left in the dust. By keeping the Diddy Kong Racing Player's Guide handy in the glove compartment of your car, plane or hovercraft, you'll have the souped-up inside track on shattering the record times and over-inflated egos of rival racers. So before you blaze to the finish line, tune up with the pro tips inside– and learn every trick of the track.

There's no time to lose!

- Over 50 3-D maps detailing the location of every item
- Tips on reaching every elusive Silver Coin and all the secret characters
- Time-saving tricks for every vehicle and course
- Secrets to finding the hidden keys and sneaky shortcuts

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